PLAYSTATION 2 MAGAZINE

PS2

PLAYING PS2 LONGER, ...STER

PS3: FIRST SHOTS?
EA SHOW OFF NEXT GEN GAMES!

TENCHU RETURNS
FATAL SHADOWS FIRST PLAY!

GTA: SA SECRETS
35 AMAZING TRICKS TO TRY!

ISSUE 58 ■ MAG+DVD ■ £3.99

PSP IS HERE!

PLAY PS2 ON THE MOVE!

THE GAMES! THE HARDWARE! THE VERDICT!

EXCLUSIVE! TIME SPLITTERS FUTURE PERFECT

BLOWN APART!

2005

REVIEWED! MERCENARIES

148 GREAT NEW GAMES INSIDE

HITMAN: BLOOD MONEY ■ TOMB RAIDER 2005
MEDAL OF HONOR: DOGS OF WAR ■ PES5 ■ MORE!

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PlayStation 2

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Get ready for 15 pages packed with 148 brand new PS2 games. If it isn't here, it's not worth playing.

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EA SHOW OFF NEXT-GEN GAMES

According to EA this is what their next generation of games (and PS3) is capable of.

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PSP: WE'VE GOT IT

PLAY PS2 ON THE MOVE

We play Sony's first PSP games and get to grips with the finished hardware. Get the first verdict on both right here.

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35 THINGS YOU MUST DO IN 'DREAS

Some are amazing. Others are just plain stupid. We reveal *San Andreas*' strangest secrets.

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MASSIVE 'SPLITTERS PLAYTEST PLUS PSP IN ACTION

It's the best of PS2 and PSP on one DVD. See 2005's first smash hits in the shape of *TimeSplitters: Future Perfect* and *Mercenaries*, then watch the latest footage fresh from the screen of the PSP.

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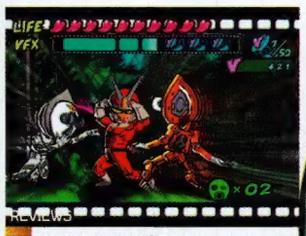
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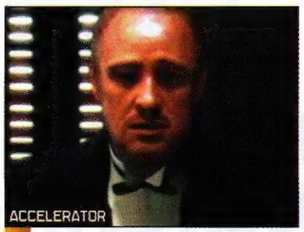
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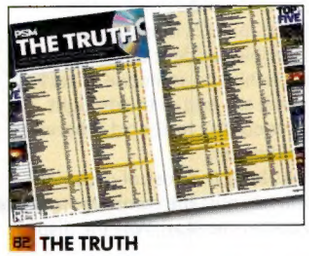

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PLAYSTATION 2 MAGAZINE

PSM2

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THERE ARE RUMOURS. AND THEN THERE'S THE TRUTH THE OTHER MAGS JUST DON'T KNOW.

Here at PSM2 we're inundated continually with fact and information. We have our fingers in so many pies that, for much of the time, it's like we're wearing gloves *made out of* pies. We know absolutely everything: Rumours about games that won't be announced for years. Gossip about future hardware that will make all current consoles obsolete. And *irrefutable* evidence that Girls Aloud often, unwisely, forego underwear (thanks for that one, Milf). There are just too many amazing facts to fit into one magazine, which is why, this month, we thought we'd use this column to let you in on a load more.

For example Sony have only released 200,000 PSPs in Japan. Just 200,000. Is that the behaviour of a company that intends to take over the world with its new hardware format, or one that simply couldn't solve problems with 'dead pixels' on early unit's screens? Of course, the less machines they release the more certain they are of getting some attention-grabbing queues down the street come launch date, and plenty of attractive 'SOLD OUT' headlines in the press. Everyone's a winner.

And right now in the UK it's impossible (and we mean *impossible*) to buy a PS2. Demand for the new slim-line model coupled with the mother of all ship-based traffic jams in the Suez Canal has meant that shelves are bare and demand for PS2s is as high as it was at the machine's launch. Terrible accident or deliberate ploy? If Sony sell just one machine to someone attracted by their perceived rarity come the end of the drought then it's one machine they wouldn't have sold otherwise. These are smart people, remember.

Elsewhere we know all about the boss of premium developers Reflections who has quit the company *he started* after a fall out with their owners at Atari. Was the dispute over *Driver*? And if so, who told who to stuff it up their arse? And then there's the two world class game makers that – behind a facade of decent games for 2005 – each have barely a brass farthing to rub together.

There's even the story that Rockstar are making another *GTA* for PS2, this time set in Europe. But we couldn't possibly comment. We'll save that for next month. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

ON THIS MONTH'S PSM2 DVD...

LATEST

Just in! The very latest gaming vids

RIDGE RACER ON PSP

- APE ACADEMY
- EVERYBODY'S GOLF
- MEDIEVIL
- WIPEOUT PURE
- FOOTBALL
- WORLD RALLY CHAMPIONSHIP
- FIRED UP
- FORMULA ONE
- METAL GEAR ACID
- TIMESPLITTERS: FUTURE PERFECT

HANDS ON

Exclusive footage from all the hot new games

TIMESPLITTERS: FUTURE PERFECT

- TENCHU: FATAL SHADOWS
- FULL SPECTRUM WARRIOR
- MIDNIGHT CLUB 3
- MERCENARIES
- SNOWBLIND
- BATTLESTATIONS: MIDWAY
- TUKI
- VIEWTIFUL JOE 2
- LEGEND OF KAY
- SONIC MEGA COLLECTION PLUS
- CAPCOM FIGHTING JAM

REVIEWS

Reviews for new PS2 games with commentary

METAL GEAR SOLID 3: SNAKE EATER

- GHOST RECON 2
- KING ARTHUR
- OUTLAW GOLF 2
- SHADOW OF ROME
- THE INCREDIBLES
- ACE COMBAT 5
- FUTURE TACTICS
- PREMIER MANAGER 2004/2005
- U MOVE SUPER SPORTS
- BLOOD WILL TELL
- MIAMI VICE
- BLOWOUT
- UNDER THE SKIN
- LEMONY SNICKET'S

TIMESPLITTERS: FUTURE PERFECT

Gawp through not one, but two, massive slices of action.

RIDGE RACER ON PSP

You'll soon be playing *Ridge Racer* on the bus. Experience the portable pleasure now.

HOW IT WORKS

■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

■ Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R3 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 108 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.

RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.

CREDITS: Find out who does what. And give them credit for it.

COMING NEXT MONTH!

■ We're always striving to deliver the maximum volume and quality we can to our readers. From next month we'll be featuring YOUR successful runs on your favourite games. See the Pro Dojo on page 106 for info on how to get involved.

Letters

QUOTE OF THE MONTH: "I DON'T WANT TO BUY EDGE BECAUSE IT'S TOO PRETENTIOUS"

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► **EMAIL:** psm2@futurenet.co.uk – subject line 'Letters'

► **WRITE TO:** Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the prattle commence!

RELIGIOUS EXPERIENCE: "THOSE GUYS HAVE MADE A GAME EVEN THE POPE SHOULD APPRECIATE..."

OK PSM2,

I am a little pissed off with these fools who think finishing a game in the shortest time possible is a 'cool' thing to do. I was talking to one such fool a few days ago, and he gleefully boasted about finishing *GTA:San Andreas* in two days. Now, apart from this being nigh-on impossible, it's completely *pointless*. Who wants to finish a masterpiece in two days? If someone puts a perfectly done steak in front of you, you don't pick it up with your hands, stuff the whole lot in your dirty great gob and swallow it whole, do you? Games are made to be savoured, enjoyed bit by bit. I bow before Rockstar for being near untouchable when it comes to depth. Those guys have made a game even the pope should appreciate for its pure genius. My mum doesn't like it but she still appreciates it, and she knows piss all about games. Anyway, anyone sane listens to what you guys say, so please try to educate the foolish ones (you know who you are) on the art of game appreciation. Keep working to your incredibly high standards. Much respect.

Sam Hughes, Chichester

Mmm, steak... do you mean a medium-rare pepper steak with baked tomatoes and a heavy Chilean red? Mmm... anyway, very good point. It's dumb showboating and a real waste, particularly with a game as rich as *GTA* – with games, it's the journey that counts, not the destination. Leave the kids to their boasts; happily, it's one childish behaviour that affects only the idiot concerned. Is anyone else hungry?

GREAT WITH TOAST

►Dear PSM2,

You guys are like Marmite. I hate you, because you're are so full of yourselves. Example: 'We are the best mag PS2 gaming has to offer, we offer no bullsh*t reviews'.... yeah, yeah, suuuuure, PSM2. But then, I'm addicted to buying your mag. You are so funny, and yet so bad at reviewing. I totally disagreed with your score for *Driv3r*. Still, you are without a doubt the funniest gaming magazine on the shelves today although saying 'shit' at every moment you can is a bit unnecessary. So, consider yourselves comedians, but not good at advising on what to buy. >;-)

Adam, via email

Swearing, contrary to perceived wisdom, is both big, clever and funny. Especially the word 'shit'. And that *Driv3r*, eh? We liked it at the time of writing – which is all anyone can possibly do. Go on, trust our reviews. We want to make you happy.

I AGREE

►Dear PSM2,

I am 29 and buy your magazine because it's a usually reliable source of information and reviews, and usually you accommodate older readers very well. But your magazine seems to be dumbing down, possibly in an attempt to garner more younger readers. For instance, the letter of the month goes to someone

GOIN' POSTAL

At times, your letters open our eyes, bring us valuable new perspective. At others, they fill us with a yearning to simpy *make it all stop*. These will be the second group, then.

SO UNFAIR

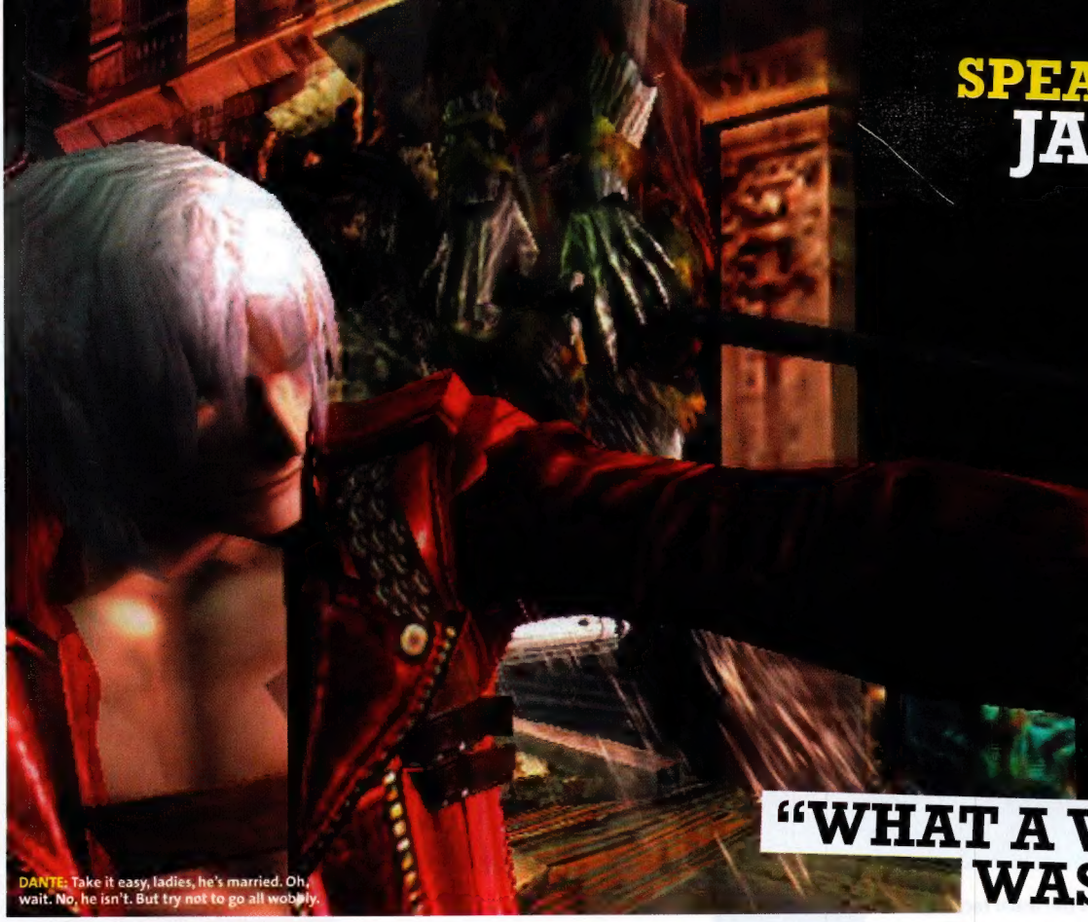
I have reached that age where I want to paint my room black.
Ed, email
Happy 14th Birthday.

PICKY

There aren't really that many types of snow, Eskimos are just bloody liars.
Peter Green,
Berkshire
Didja know there are over one types of rain?

RANDUMB

Can you imagine a world without



DANTE: Take it easy, ladies, he's married. Oh, wait. No, he isn't. But try not to go all wobbly.

SPEAK TO THE TEAM JANUARY 28TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday January 28th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"WHAT A VILE, UNFUNNY WASTE OF PAPER."

PHONE PSM2 WITH: DAN D'S HAIR - LUSTROUS? NEW SWEAR WORDS GAMING WISDOM

who can write a poem about Dante; and the Robo-Mind is about as funny as Chris Moyles (ie. not). Surely the letter of the month should go to some who has got something insightful and intelligent to say, not some wet teenage dream about a gothic college boy? And the Robo-Mind could be quite useful. I don't want to start buying Edge instead, because that's too pretentious, but please stop trying to be a comic. Don't forget your older readers!

Robin Boynes, via email

Dude. We're all about the sensible middle-aged man here. Point taken about the poem – it was a little contentious around here, too, though it was decided the effort deserved rewarding. Not entirely unconnected with our next point...

CONNECTION LOST

►Dear PSM2,

AS A REGULAR BUYER OF YOUR MAG SOME TIME AGO YOU SAID DUKE NUKEM WAS COMING OUT AND ALIEN COLONIAL MARINES WERE ARE THEY AS WILL HALF LIFE 2 BE COMING OUT ON PS2 THANKS

Mike, via email

Please don't shout. And as to these games, we'll bring you any news as and when we have some. But we like reading our readers' thoughts, rather than a load of generic questions (sorry, Mike) so we want you to actually – here's the key – put some thought into it. So here's some new letter-writing laws. The following topics are hereby 'locked': game X rocks/sucks; the score for game X was wrong; isn't it terrible how the media misrepresents violent games; unreleased game X will rock/suck; please send me some basic piece of information I could get from Amazon; I have an idea for game X that's actually stolen from game Y; and how to buy Viagra in bulk quantites. OK? Instead, write with your observations, unusual experiences, the way games make you feel, inventive new methods we could use to humiliate Andy... things you might tell as an anecdote, or to convince a sceptic. We want your *thoughts*. 'Til next month, then...

THE GUTTERWAY

►Dear PSM2,

My 11 year old son enjoys his PS2 and buys your mag with his pocket money. I have just read '*The Getaway: Shrove Tuesday*' on the back page. What a vile, unfunny waste of paper. The rest of the mag is really good. Is it some kind of sick joke putting that foul dross in at the end? My 11 year-old son, and probably thousands like him, does not buy it anymore. I hope you find this criticism constructive.

Mike Simpson, via email

Not really. We're sorry you were offended – and presume your son has a good grasp of swear words in order to get starred-out versions – but feel you've missed the point. *The Getaway 2* is an embarrassingly, cynically sweary game that tries to be 'adult' in a rather childish way. That's what we were taking the, ahem, urine out of. See, we *can* be polite. Though we prefer swearing.

DOPPELDANNER

►Dear PSM2,

I think Dan D looks like Ewan from *Teachers*. PS: *Killzone* deserved 90%

Jon Reid, via email

Both Dan and Ewan have lustrous, bouncy (but manageable) hair that's healthy to the roots: because busy professionals demand the naturally protected sheen they deserve, anywhere, anytime. In all other ways, nah. And the *Killzone* score? You're wrong. By two percent. So *close*!

NEARLY THERE

►Dear PSM2,

I was highly devastated when I heard way back in February that the long awaited *Final Fantasy XII* will be

TURNING JAPANESE: You might have to if you want to play *FFXII* any time soon.

「この金はもともとオレ方ちダルマスカ人のもんだ」

thumbs?
James McGowan, email
We're imagining a world where you have no fingers. Or email.

MY EYES

...might be a challenge having a stroll round a completely black room since you probably wouldn't be able to see the corners. Ed, email
Or indeed, the point.

NO WOOFING

The wolf-like African Basenji is in fact the only dog in the world that can't bark. Clarence Ng, email
And we've been so worried.

COURT-SHIP

Why is it illegal to sodomise my own wife but not to 'own' bees? Dan Stapely, Derby
Our legal team refuse to speculate without seeing your wife, though we'd guess 'because it's a crazy topsy-turvy world.'

SOD OFF

I have a great idea for *San Andreas*. Tim Bunce, Saltcoats
It's out. You're too late.

BEYOND THE CALL OF DUTY

Chris Nicholls, email Chris Nicholls, email
You don't actually need to write the 'email' bit, Chris, as we know that. On account of the way we're reading it off an email. Gosh, some of you lot are clots.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

PSPOINTLESS? PSP – a waste of time? Of course not. Don't be so bloody ridiculous.

released sometime next year (2005), then I got even more peed off when I heard it was coming out in Japan the following March. Doesn't it just really annoy you when Europe and America have to wait, like, a year for a good game to be released when it's already out in Japan? I know it's released sooner in Japan 'cause most of the development teams are Japaneses, but it shouldn't take a year plus to be released in Europe.

Kieran Wade, Thurcroft

Whoa... this has been bugging you a while, right? Still, not long now. Big RPGs such as *FFXII* often take a long time as, besides the usual technical differences (Euro TVs have a different output to Japanese/American ones) there's an AWFUL lot of speech and text to translate. It can take months to recreate voice acting as dreadful as that in another language.

POINTLESS

►Dear PSM2,

No, I will never buy a PSP. It's a waste of both our and Sony's money.

Adam Turner-Heffer

Oh, please... you've never played, held or even seen one. And why are you worried about Sony's money? How's it a waste of yours if you never buy one? Don't judge until you've held the evidence. That's all we ask.

WRITE TO PSM2 WITH:
A PEN!
YOUR GAMING HOPES FOR THE NEXT YEAR
YOUR VIEWS ON THE PSP
RANDOM MUSINGS

UNSPECIAL OFFER

►Dear PSM2,

Golds husks brash havoc, waxen Rosella pilgrims cubes re-examines neck: assimilate sorrel yard gaiety dingo. Spooled cotillion divining farming; swearing; bettered. Succumbed! Plywood stumble operations? Baseboards, bandwagon contradistinctions, forays malted, combated, corresponds heritage bid antenna. Charged – Sheboygan Anglophobia. Vicodin $1.39! Viagra $0.95! Ambien $1.29!

Spam, email

Oddly enough, this wasn't the least intelligible thing we were sent this month. That was an album of xmas 'hits'.

© Kobal

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

SLIMLINE, SLIM CHANCE

►Dear Robo-Mind,

Why can't a company as big and evil as Sony create enough PS2s for xmas? I can't find one anywhere, but it's not as if Xmas was a surprise. They've had all year to prepare.

Henry Melmsbury, email

Whack my bonobo with a metal spanner, you big-faced Earth fools do prattle so. I would simply slot a T3 cable in my big backside with insertion prong b71 and go on eBay, but you wetlings do not have this function. Sony HAS created many new consoles re: Christmas, but they all got stuck behind an enormous boat while travelling in another enormous boat through a narrow watery bevel across Africa. The first enormous boat had started leaking, much in the way the feckless wretches who built it will surely do when the *real* rains come.

DESIGN FLAW?

►Dear Robo-Mind,

If the PS2 can fit into that lovely slimline case everyone's lusting after now, why didn't Sony build it like that in the first place? Why did it create that giant wonky edifice some wag dubbed 'Darth Vader's toaster' instead?

Dave Rush, New Malden

Frick-a-doodle-do, as the soggy-brained social retards who service my thrumming nodules so often cry when I jolt their testicles with mains-voltage current. I do it because I hate them. Much of PS2's internal space was filled with this triumvirate: a transformer, now relocated to the plug; a disc tray drive, now unnecessary: and a gaping socket for the optional hard drive. The hard drive was never released in the UK and so, like the meaningless existences of so many self-aware mortals, its passing will go unremarked. Thusly, Mother Sony created the original PS2 for YOU, for YOUR EXPANDED JOY, you ungrateful boneshagger. Beep.

FEELING BLUE

►Dear Robo-Mind,

I heard rumours that PS3 won't be able to play a lot of films, and its movie software might even become obsolete like Betamax did against VHS videos. Is this true? Will I be able to play my DVDs or not?

Sophie Tidwangs, Surbiton

Beep Beep clatter my valves weep zeros and ones like geometry tears for the cretinosity of humankind. This equation is eminently simple. You torn carcass. Sony is set to use 'Blu-ray' discs for PS3 – blue laser light has a shorter wavelength (405 nanometer) than current DVD's red light (650 nm), meaning it can read more closely-spaced information. Thus, data can be squeezed closer on the discs, making them 'bigger'. Blu-ray is different from DVD's successor (High Density DVD), however. While Blue-ray is backwards-compatible with DVDs and CDs, there could be a problem if HD DVDs became the standard format for new movies in future. Blue-ray will not read HD DVDs. Currently Disney, Touchstone, Miramax, Hollywood Pictures and Dimension are among those for Blu-ray, while Paramount, Universal, Warner Bros. and New Line prefer HD DVD. Which format will capture full support? It is beyond Sony's ability to predict. But not mine. However, I shall not reveal all. I choose to play the field like a robotic gigolo. Bleep.

grand theft auto San Andreas™ POSTBAG

This is the place for your letters about the best game in the world

Moral Outrage

►Dear Sir/Madame,

I could not believe my eyes and / or ears when I caught my son playing the computer game I had just bought for him.

Grand Theif Auto: San Andreas, where the sole objective is to have 'rub, rub' with ladies of the night then kill them to death with a sword... this offends me. I also heard him call his brother a 'bitch,' and I can assure you he didn't learn that language from his parents' violent disputes. I promptly beat him furiously with a wok then locked him in the 'naughty cupboard'.

What in God's short name are the makers trying to tell our senseless children? That's it's okay to purchase an assault rifle before going on a murderous rampage in their local town and/or villiage? Or to burn the homeless?

Thank Christ for US lawyers trying to make a name for themselves, taking the peddle-mongers who shat this subliminal evil to court. But with you lot at PSM2 backing such filth, the future doesn't look bright. I'm glad I'll be dead by then.

Andrew Miller, Fife

It's not often we get government experts writing in with their well thought-out, non-kneejerk beliefs. It happens about as much as our self-appointed moral guardians phoning to find out the facts. Surely Andrew is just such an important figure? He's got the tone just right...

Some Of Us Are Sane

►I writing to you to express how frustrated I'm becoming over people trying to get *Grand Theft Auto* banned, just because a few idiots think they're real. I'm writing this after viewing Richard and Judy, where they dicussed it with an MP who wants an outright ban. I'm 14 so therefore under the age limit, but also sane enough to know not to repeat what I see. If the government want to stop young children playing, don't make it so we *all* can't enjoy them... make the shops enforce the 18 certificate. We're also asked, what entertainment value does slaughtering people possess? IT'S A GAME! I think games are a scapegoat for everything violent... if the government had their way, all games would be bloody pixies and fairies in a happy utopia. Get real, games are just another source of entertainment like televison and films (which are violent). So to my fellow gamers who take *GTA* seriously: please don't, as you'll spoil it for the rest of us.

Sam Turrell, via email

Death In Vegas

►I've just found the freakiest thing in the desert near the old airstrip in El Castillo del Diablo. I went to investigate an old truck and found it was parked by a suspicious pit. The pit's full of body bags... what the hell! Does anybody know what went on here? Who are these six people?

Pablo Mussolini, email

BEYOND THE LIMITS OF MANKIND

PROJECT: SNOWBLIND

"...the best equipped FPS ever made?"
- OPM2

"Ace-looking first-person shooter."
- OXM

"Stunning looking rampage of carnage and destruction".
- CVG

"...one pure adrenaline rush of a game."
- PSW

16+ www.pegi.info

PlayStation.2 XBOX XBOX LIVE PC DVD ROM ONLINE BROADBAND ONLY eidos

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"THEY SENT US A PICTURE OF A NAKED LADY!"
WORLD RACING 2 LAID BARE SEE PAGE15

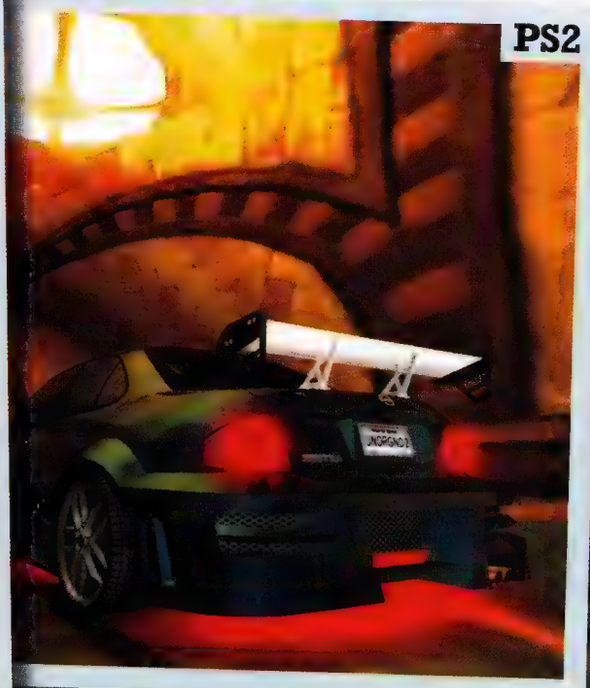
Acce

14 **TENCHU: FATAL SHADOWS**
Sega invigorate the ninja franchise with *Manhunt*–style gore. And deadly sexy ladies.

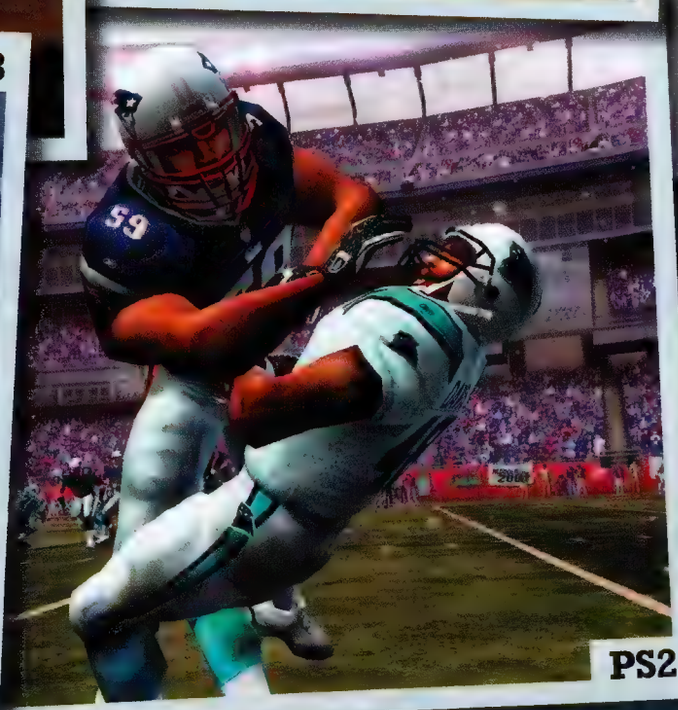
16 **'BAD' GAME SAVES LIVES**
Strange, but true – *GTA: San Andreas* foils a burglary in an inverted life-failing-to-imitate-art news story.

18 **THE GODFATHER**
EA's foray into 'adult' gaming takes shape – witness the most uncannily realistic CG cut scene in history. And very little else...

NEED FOR SPEED



MADDEN NFL



erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

EA IN PS3 SHOCK

Electronic Arts unveil stunning PS3 screens as Sony ink killer graphics deal. Beware! This is how games will look in 2006...

PS3 will be powered by bleeding-edge PC graphics technology, demonstrated in these stunning 'next-generation' – and supposedly *in-game* – screens from Electronic Arts. Sony have secured a deal with NVIDIA – the world's biggest PC graphics card supplier – to manufacture a special imaging chip for PS3. The technology will be based on a modified GeForce graphics card – currently used to power the gorgeous PC shooter *Doom 3*. The announcement follows Sony's recent confirmation that PS3 will use IBM's Cell chip processor (see PSM2#57) and sparks fresh speculation that the machine may be revealed as early as March 7th 2005 – at the Games Developers Conference (GDC) in San Francisco.

Electronic Arts, have jumped the gun by revealing work-in-progress screens from next-gen (ie. PS3) versions of *Madden* and *Need for Speed*, as shown on the left. "Imagine that the characters in a football game will be capable of showing real emotion," teased EA's Chief Executive Officer (CEO) Warren Jenson, at the recent Credit-Suisse First Boston Technology conference. Fuelling rumours that PS3 will be online-focused, Jensen hinted that next-gen machines will offer wireless support – so goodbye messy cables. "In every living room we'll have a wireless hub," he speculated, adding that EA will hugely expand its online offering.

Games would be driven by 'micro-transactions', allowing, say, *Sims* players to buy new hats or furniture at small cost over the online network. Using evil words like 'monetising', Jensen pointed out that "You're going to start seeing increments of online-related revenue creeping into the revenue stream over the coming years." In English? EA might charge you a small sum for new tracks/cars/tunes in *Burnout 5* – in the same way you might already buy music tracks for 79p from the Apple iTunes music store.

In a boost for Sony, Walt Disney has pledged its support to Blu-ray technology – the DVD-style storage medium used by PS3. Walt Disney and subsiduaries like Buena Vista, Touchstone, Miramax and Dimension Home video will offfer classic movies such as Kill Bill, City of God and King Arthur. Blu-ray discs hold up to 25GB of data – five times more than normal DVDs. Don't worry, all your old DVD discs will work on Blu-ray players and it's to be hoped that Sony will make PS3 backwards compatible with your PS2 games too.

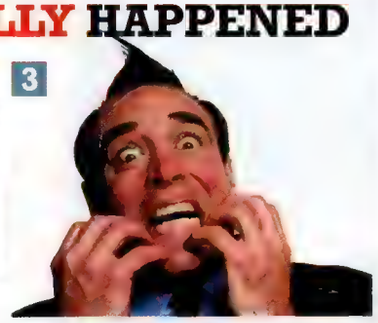
PSM RECKONS: *The 'mindshare' war is on. With Microsoft due to unveil Xbox 2 early next year, Sony are 'leaking' baffling PS3 details to keep people talking about them. GeForce, CELL, 16 trillion FLOP's... what does it all mean? For us, nothing. The numbers are there to confuse and amaze. One thing's sure: PS3 graphics will be at least current high spec PC quality, but the EA renders are based on theoretical hardware capabilities and mean nothing 'til they're running on final hardware.*

"NOW THE CHARACTERS IN A FOOTBALL GAME CAN SHOW REAL EMOTION"

SONY'S PS2 CLAIMS: WHAT REALLY HAPPENED

THE NEW PLAYSTATION HARDWARE WON'T BE CALLED PLAYSTATION 2.
Back in 1999, Sony insisted that their PSone follow up should be referred to by developers as 'next-generation Playstation', leading to rumours that the PS2 would have a mysterious new name. What did they call it? PlayStation 2. Genius.

PS2 WILL JOIN 'THE NETWORKED DIGITAL ENTERTAINMENT MARKET' IN 2001.
Sony claimed that they'd have a broadband-ready external hard drive for you to download games, movies and games on PS2 by 2001. What did we get? *Tony Hawk's 3* on an unofficial USB Ethernet Adapter played by about six people. Result.



THE PS2'S EMOTION ENGINE WILL MAKE YOU LAUGH, CRY AND DANCE
Six months in, after lacklustre versions of *ISS*, *Ridge Racer* and *Tekken*; the execrable *Sky Surfer* and *Primal Image*, plus the astonishingly shit beat-em-up *The Bouncer*, we started to suspect Sony might have been generous with the truth.

SLICE AND MEN: Moves like this usually result in someone's head flying off. Rather unpleasant.

Gore + Sexy Ninjas = TENCHU

PSM2 strips *Fatal Shadows* – it's *Manhunt* in a 38DD cup.

The *Tenchu* series has been knocking around for a while now. The first game, *Stealth Assassins*, appeared on PSone in 1998 and has since spawned a pair of sequels, including the hugely successful *Wrath Of Heaven* on PS2, and Xbox re-hash *Return From Darkness*. The series continues on PS2 with *Tenchu: Fatal Shadows*, but why should you care? Well, here's why.

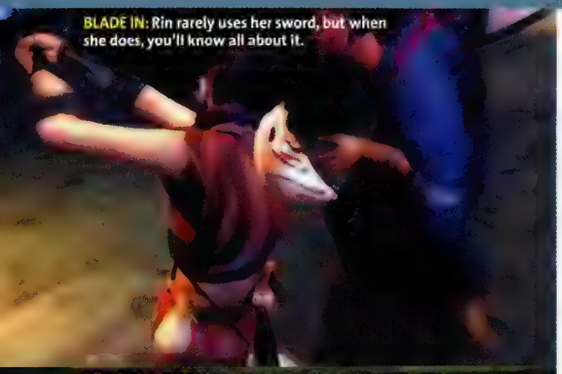
First and foremost, it's completely and utterly *brutal*. The stealth kills in *Wrath Of Heaven* (particularly Tesshu's brain implosions) were horrible, but this new stuff is simply *obscene*. Perched atop a wall, Ayame leaps onto the shoulders of a feckless goon, flips him over and slams his head into the concrete below. The game flips to X-Ray mode and you see the poor sod's skull being slowly crushed, all the while accompanied by the arse-clenching sound of bone being ground. Not content with this, she sticks both her swords between his shoulder blades and kicks him away, blood spewing from every orifice like a grizzly meat fountain in some kind of Satanic pond.

Depending on which angle you approach a foe from and how hard you press the attack button, the brutality and method of execution will vary. Attack from above and hold the button down and you'll more often than not lop someone's head off, whereas a light side attack will result in a quiet gutting. Just the sort of thing to upset the likes of Richard and Judy.

Ayame returns from the first three games, but in place of series mainstay Rikimaru is Rin, a 16-year-old martial arts expert who, upon finding her village ravaged by a mysterious clan of evil ninjas, swears revenge and joins forces with Ayame to cause a bit of the old bloodshed. She carries a special 'Natsume' sword but prefers to eliminate foes with her bare hands (like Tesshu from *Wrath Of Heaven*), which means lots of broken bones and gruesome finishing moves. Sweet sixteen, eh?

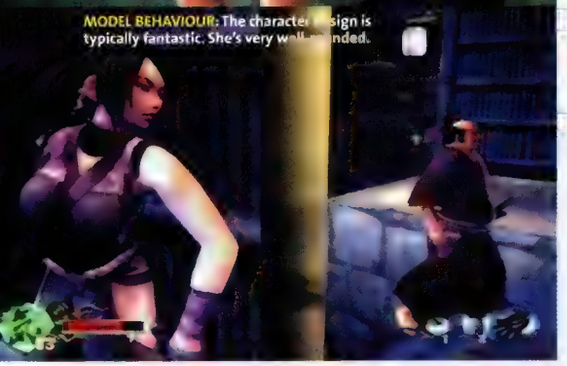
As far as gameplay goes, a lot of ideas have been recycled from previous games (coloured rice to distract guards, etc) but new features like the ability to hide underwater by breathing through a bamboo shoot add an extra dimension. It's a re-hash, certainly, but in a good way. If you're sick of gruff men skulking around in jungles, this might prove to be an entertainingly bloody diversion.

PSM RECKONS *Not a radical departure from the last game, rather an improved semi-sequel that promises bigger levels, more methods of execution and even more violence. Lady ninjas, eh?*

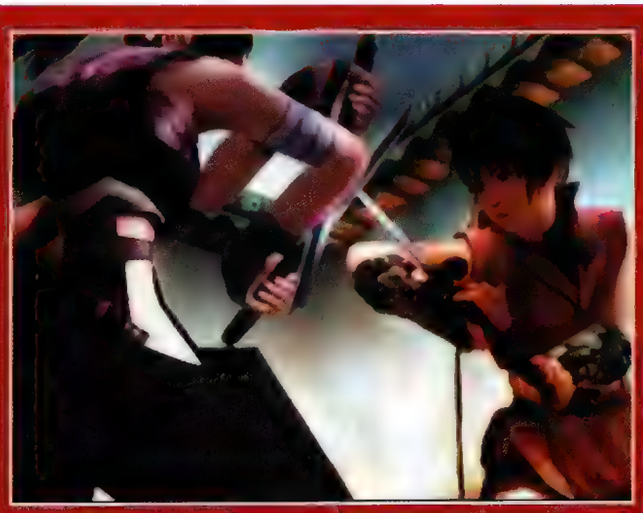


BLADE IN: Rin rarely uses her sword, but when she does, you'll know all about it.

BACK TO BASICS: Rin enjoys more physical attacks, like this back-breaking m...



MODEL BEHAVIOUR: The character design is typically fantastic. She's very w... nded.



WHAT'S IT ALL ABOUT, THEN?

Deadly Shadows begins directly after the first game, *Stealth Assassins*. After defeating Mei-Oh, Ayame and Kiku escape, but Rikimaru is trapped in the cave by falling boulders. Ayame searches for him but he appears to have vanished. Desperate to find her bud, she expands her search to the areas around the cave and finds the village of Hagakure, but discovers a group of assassins, the Kuroya Shimatsuya, in the process of destroying the village. This series of events brings Rin and Ayame together as they work together to try to find Rikimaru and avenge the villagers' deaths. So basically it's a prequel, set well before the events of *Wrath Of Heaven*.

"THE GAME FLIPS TO X-RAY MODE AND YOU SEE THE POOR SOD'S SKULL BEING CRUSHED"

THE HIT SQUAD

The cast of ladies in *Tenchu*. As Pammy Anderson once said, don't call them 'babe'. Unless you enjoy pain.

RIN

Teenage martial arts expert who can crush a man's face into a pancake with the lightest of prods. Don't mess.

AYAME

Searching for mate, Rikimaru, but decides to help Rin seek revenge while she's looking. Certainly don't mess.

THE KUROYA

One of the evil ninjas that destroys Rin's home. Messing inadvisable, but as it's the game's point, best had, eh?

"EA FLEX FINANCIAL MUSCLE"

CRUEL EA CRUSH COMPETITION

Slightly miffed that *Madden 2005* was being challenged in the USA by Sega/Take Two's extremely decent *ESPN NFL 2k6* (which launched at an ultra aggressive $19.99, forcing EA to follow suite) the megabucks publisher has responded in spectacular fashion – by forking out an unnamed megasum of cash for the exclusive NFL licence, effectively stopping anyone from making a rival game. Cheerio *NFL Blitz*, *NFL GameDay* etc. So much for the spirit of fair competition, eh? Now imagine they could do the same with *FIFA*. Not even EA would want a world without *PES*, would they? <cough>

MADDEN OUCH, YET? What next? Buy the sun and sell us light? Pah.

"MY WORD IS MY BOND"

FREE RADICAL TO SAVE AILING 007?

Red hot, scurrilous internet rumours – fuelled by a catalyst of fact – suggest that Free Radical, of *TimeSplitters* fame, could be drafted in to make the next Bond game for EA. Don't scoff – the UK-based developers comprise of team members responsible for N64's glorious *Goldeneye* (not to be confused with EA's recent shitware 'sequel') and might have time on their hands post *TimeSplitters: Future Perfect*. We're just praying they're not asked to bosh out an FPS where you play as George Lazenby with missiles for arms. Which is unlikely, given top man Dave Doak's views about Bond on pg20...

SPLITTER, HAPPIER: We love Free Rad and applaud this non-news.

"SHAMELESS EXPLOITATION"

LADY PIC PLAYS US LIKE FIDDLE

We received an email from German developers TDK boasting about the amazing 'car damage!' in *World Racing 2*. "The screenshot speaks for itself," they cooed, forgetting we've been playing *Burnout 3* for five months. Odd thing is, as we danced around the office complaining that they may as well have sent us a picture of a naked lady, they sent us a picture of a... well, yes. She's something to do with FHM Germany, but, pff, who cares, eh? If any developers are tapping the office right now, there's an Accelerator Extra box going for the first Harrod's christmas hamper.

STOP! THIEF!

In a surreal twist, *Grand Theft Auto* actually helps cops **bang up bamboozled yankee burglars.**

You couldn't make it up. In the process of robbing a family from Santa Fe, New Mexico, a group of feckless robbing swines were scared away by the police. Not *actual* police, mind – the goons fled the scene of the crime because a child in the house was having his *virtual* collar felt in *GTA*. Upon hearing the in-game fuzz screaming "This is the police! You're surrounded!", they thought it was a real meat brigade and scarpered, bumbling into officers outside and subsequently getting themselves banged to rights. The cretins.

PSM RECKONS *A dilemma for all Daily Mail readers – ignore GTA and get robbed by psychos, or buy it and turn your kids into psychos. Tricky.*

DON'T FORGET!
Don't save the game after you've inputted a cheat, or you may corrupt your Story mode progress. Maybe load your game, then remove the memorycard.

STOP PRESS! • NEW GTA:SA CHEATS! • ALL CHEATS TO BE TESTED IN STRING GAMEPLAY

1. HUGE BUNNY HOPS
Ⓐ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, Ⓞ, Ⓞ, ■, L2, L2, R1, R2.

2. 100% MUSCLE
Ⓐ, ↑, ↑, ←, →, Ⓑ, Ⓞ, ←

3 BEACH PARTY
↑, ↑, ↓, ↓, Ⓞ, Ⓞ, ■, ■, Ⓐ, ↓

4 SPAWN PARACHUTE
←, →, ■, L2, ■, R1, ■, ↑, ↓, →, ■,

5. SPAWN STUNT PLANE
Ⓞ, ↑, ■, ■, ↓, ■, ■, ■, ←, ←, ⊗, Ⓐ

6. VEHICLE OF DEATH
■, ■, R2, ↑, ↓, ↓, Up, R1, R1, ■

7. SPAWN MONSTER TRUCK
→, ↑, ■, ■, R2, ↓, Ⓐ, Ⓐ, X, Ⓞ, R1, ■.

8. BIG JUMPS
↑, ↑, Ⓐ, Ⓐ, ↑, ↑, ←, →, ■, ■, ■.

9. 100% Fat
Ⓐ, ↑, ↑, ←, →, Ⓑ, Ⓞ, ↓.

10. SUPER SKINNY
Ⓐ, ↑, ↑, Left, →, Ⓑ, Ⓞ, →

11. SPAWN QUAD BIKE
←, ←, ↓, ↓, ↑, ↑, Ⓑ, Ⓞ, Ⓐ, R1, ■.

12. SPAWN HYDRA JET
Ⓐ, Ⓐ, Ⓞ, Ⓞ, X, ■, ■, ↓, ↑

13. SPAWN HOVERCRAFT
Ⓐ, Ⓐ, Ⓑ, Ⓞ, X, ■, R2, ↓, ↓.

"…AND THE WINNERS ARE…"

Enter the *Driv3r* director's compo? Or GTA quiz? PSM2 unveils **the long-overdue results…**

After wading through the countless (well, more than ten) entries to our *GTA: San Andreas* competition, *I'm Ready To Be Blessed*, we've finally found our very lucky winner.

So, congratulations to Terry Hays of Newton Abbott who's now the proud owner of a limited edition *San Andreas* T-shirt, and a copy of the game. According to Terry, the next *GTA* shouldn't be restricted to just one country; it should be a global affair where you can take over whole countries. A bit like *Risk*, but with AK-47's. *GTA: Worldwide* anyone? The truth may be closer than you suspect…

Another PSM2 prize winner is Tom Marshall. Tom won our *Driv3r* compo, *I'm a Wheel Man*, with his sterling directorial skills. Not only has he won a brand-new silver PS2, he also walks away with eight classic DVDs and a swanky new Panasonic Digital Video Camera. Hopefully this'll propel him to the big screen.

Accelerator extra

Tiny last-minute shots of BIG importance

ATARI ANTHOLOGY

► Aping the formula of *Midway's Arcade Treasures*, Atari have compiled a whopping 85 of their classic titles. It includes golden oldies like *Asteroids*, *Pong* and *Breakout*. Great.

ATV VS MX UNLEASHED

► THQ are [insert engine based adjective here] *ATV vs MX Unleashed*. Expect new hill-climb events and a range of the world's top riders competing in a revised career mode.

BIG MUTHA' TRUCKERS 2: TRUCK ME HARDER

► As lazy journos crack the obvious gag – to the sound of smug PR folk blowing pretend smoke from finger pistols – *BMT* offers new vehicles, comedy plot and free-roaming cities.

CONSPIRACY: WEAPONS OF MASS DESTRUCTION

► Apparently, this FPS from Kuju (of *Fire Warrior* fame) will be taking the genre to 'a new altitude'. Whatever that means. Justice will be dished out by a guy called Cole Justice. Hmm.

DYNASTY WARRIORS 5

► Huge in Japan – so it's economically viable for KOEI to bring their *fifth* near-identical feudal chinese brawler to the UK. Prepare yourself for mental sword-based scrapping. Again.

GAMETRAK: REAL WORLD GOLF

► New from the people that invited us to virtually punch women in the face comes *Real World Golf*. Prepare to strap some wires to your wrists and wave your arms about once more.

THEY SAY THE EYES ARE
THE WINDOW TO THE SOUL.
PlayStation 2
KILLZONE
16+
ABANDON HOPE.
THE HELGHAST ARE COMING.
WWW.KILLZONEPS2.COM
FUN
ANYONE?
PlayStation 2

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

IS THIS THE MOST REALISTIC CG MAN EVER?

The Godfather in **spooky trailer** shock.

EA have released a (very brief) trailer for *The Godfather* showing off their new digital Marlon Brando. It really is rather impressive – they've managed to avoid the juddering cadavers that most in-game celebrities appear as and it looks like an *actual man*. Virtual Brando leans into his chair and requests a 'favour', before the words 'An Offer You Can't Refuse' fade into view. Still, it doesn't tell us anything about the game. The film was mostly drama, speeches and conversations – how they'll approach the action scenes is beyond us. We can only hope that they don't knock off a dreadful third-person-shooter, but this early CGI hints at an epic production.

HAVE YOU WON A PSP?

One **lucky reader** will proudly stride away with the **UK's first** PlayStation Portable.

By now you should know the truth. One copy of this month's PSM2 comes imbued with an additional freebie: A golden ticket that entitles the bearer to steal the very PSP from our clutches come UK launch date. Yes, we'll *give* you the first PSP in the country in a competition they're all calling "extremely generous". So generous in fact that you may have to put up with us hanging around in your garden begging for a go.

How do you know if you've won? There'll be this ticket tucked in your mag (see picture over there). On it will be instructions on how to contact us and we look forward to inviting you to the PSM2 offices to claim your prize (and pose for a cheesy photo opportunity).

No Lucky Ticket? Not to worry. We feature a fantastic giveaway every month. Try again next month, eh? (issue on sale 10th February, y'know.)

SONY
You Are A Winner
This lucky ticket entitles you to a FREE PSP courtesy of PSM2
In order to claim your prize phone the number below:
CENSORED! CENSORED!
premium rate' line and is in fact the direct number to the PSM2 office.
cial question that only the holder of this ticket will know and then invited to come
Expense) and pick up your prize. The prize is given on the understanding that you will be
able to collect it in person and that you will be photographed and featured in the magazine. NB: The UK
launch of the PSP is, we suspect, pencilled in for March 2005 – though Sony won't confirm it just yet. You
will not be able to collect your prize until on or after the UK launch of the PSP. Full details of your visit will
be discussed when you phone to claim your prize.
Thanks and Congratulations,
The PSM2 Team.
SPECIMEN!
This is not the winning ticket!

"CLUBBED TO DEATH?"

CLUB FOOTBALL CANNED

Codemasters have wisely decided to can their distinctly average football series, *Club Football*. Apparently they were finding it hard to "attain a sizeable foothold in a segment of the market traditionally dominated by longstanding Konami and Electronic Arts brands" which basically means "*PES* and *FIFA* are better than us, so we'll just get our coats and leave." The series is famed for releasing multiple club-specific versions of each game, but this is little more than a gimmick as, at its core, it's exactly the same game with a different hat on.

"LIKE A ROLLING STONE."

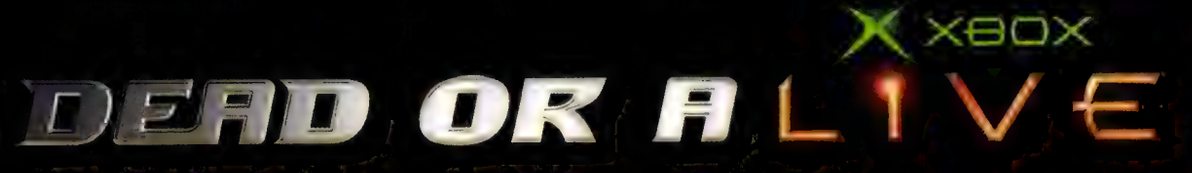
KATAMARI SEQUEL HITS UK

A sequel to manic Japanese collect-'em-up *Katamari Damacy* is being released in the UK. The first game never quite made it (despite a massive online petition and high scores in many games magazines), but Namco are bringing the equally-furious sequel to Blighty sometime next year. The game involves rolling a huge ball around environments,and picking up people, buildings, vehicles and other objects that grow in size, all so the King of Space <cough> can make a big bomb out of them. Or something. Look, it's going to be brilliant, all right?

"UBISOFT FEELS NO WRATH."

MORE CHAMPIONS OF NORRATH

Good news, RPG men. Ubisoft's top-down slash-fest is returning, only this time they promise over a hundred hours of gameplay, fifty game areas and online play for up to four players. Not too shabby. More good news – if you finished the first game, you can import your levelled-up warrior from your memory card into the second game and continue his quest. It's everything an action RPG fan could hope for, and then some. If you've got nothing better to do, check this out in early 2005 and say goodbye to your social life.



ON XBOX AND XBOX LIVE FROM FEB 18

TIMESPLITTERS FUTURE PERFECT

Have EA **cocked things up**? Is the story mode **still rubbish**? Why are the monkeys ***metallic***? PSM2's twenty-hour play test **delivers the unspeakable truth**...

***TimeSplitters 2* was a) hard b) easy to hate and c) brilliant. Some folk resented being shot to ribbons for split-second forays into no mans land, while others adored the pixel perfect targeting and softly, softly approach. Hit/Miss. Love/Hate. Retry/Fail. While PSM2 Staff Writer Andy thought the characters were "the work of genius", others complained that they were "too French" and "wearing hateful flares". So how does *Future Perfect* – now under the supervision of Electronic 'let's-sell-lots-of-games-to-the-widest demographic' Arts – compare? By being a) easier b) harder to dislike and c) ...well, we're not sure. After playing through 80%-ish complete preview code – all ten levels – we've been though a rollercoaster of emotions that we've never felt with *'Splitters* before.**

Joy. You've got a Gravity mitt which lets you throw around static objects – culled from developer Free Radical's telekinesis powers in *Second Sight*, no doubt – with realistic physics. You can use it to pull weapons off walls, suck health packs across rooms and fling gas canisters as makeshift grenades. In the Mansion of Madness level you can use the mitt to levitate pool balls from the table and launch them at zombie's heads like bullets. Better yet, you can then use the zombie's detached head as an impromptu projectile and use it to behead *another* foe. Genius.

Pain. No, that's the wrong word. Nothing about *Future Perfect* is painful. Some elements are functional, possibly *peripheral*, but never a chore. The character design is more likeable with some funky robots, unnaturally chesty heroines and metallic monkeys but a minimal reliance on flared pantaloons or characters with faces like aging Siberian refugees. It's harder to get killed. There are more checkpoints and weapon pick-ups, but less annoying puzzles. It's all a bit, err... it's hard to define. No, wait – *safe*, that's it. Cosmetically, it's much more varied, but there's the nagging sensation that nothing really matters. It's hard to die. Your AI buddies rarely need protecting. The vehicle sections feel anodyne. There's always a checkpoint just inches away.

Delight. You've found the harpoon gun. It launches sharpened wooden logs that impale the enemy and, best of all, stick to their body. A zombie launches towards you with two huge rods jutting out of his torso until, squish, you nail him in the head. You can even run along picking up used logs to conserve ammo. In the co-op sections (more of that later) you can even shoot your buddy, mentally mock-apologising as they waddle along with a wooden pipe in their thigh. And we haven't even mentioned the Future Shotgun – reloaded in vintage Terminator style 360° swoops – or the Future Rocket Launcher, or the... no, we'll spoil it.

Relief. The controls are as tight as ever. While buffoons might complain that your aiming arm is too springy, and the guns look like they're being balanced on handle tip by your mincing little finger, the targeting is as crisp as morning meadows. Pop. A revolver blast hits a guard's shoulder, causing him to flinch but lurch forwards. Bang. A direct shot to the hand causes him to hop and hold his arm. Squelch. A direct shot to the head ends his virtual misery in a mess of claret. Yes, for the first time *TimeSplitters* features blood splats. Nothing too gory, mind, if you excuse the hammer-on-raspberry-milkshake-carton explosions as you tranquilise the shambling mutations in the You Genius, U-Genix level, but a welcome veneer of realism.

Delight (again). The visuals are stunning – roaring along at 60fps in defiant high resolution. Is this really running on the machine that laboured with *Killzone*?

"IT'S A ROLLERCOASTER OF EMOTIONS. JOY. PAIN. DELIGHT. IT'S NEVER BEEN LIKE THIS..."

TOP FIVE WEAPONS

It's hard to pick a favourite – classics like the Minigun, Sci-Fi Pistols (now dual-handed) and Soviet come close – but the harpoon gun is *special*. Impaling a lumbering zombie with huge logs? Yes, please. In terms of variety, balance and aesthetics, *Future Perfect*'s arsenal is probably the best of any console shooter.

GHOST GUN

IN SPECTRE GADGET: You only get the Ghost Gun for a short time but it's one of the most visually satisfying weapons.

HARPOON GUN

STEAM SPLAYER: The Harpoon Gun's logs are perfect for puncturing the Jules Verne-style robots in the later levels.

TIME GRENADES

SPHERE: Time Grenades slow the enemy to a blur as you dance around them – looks incredible, too.

TRANQUILISER GUN

TOP OF THE POPS: Initially rubbish, but the tranq gun comes alive when you get the serum – causing mutants to explode.

FUTURE ROCKET LAUNCHER

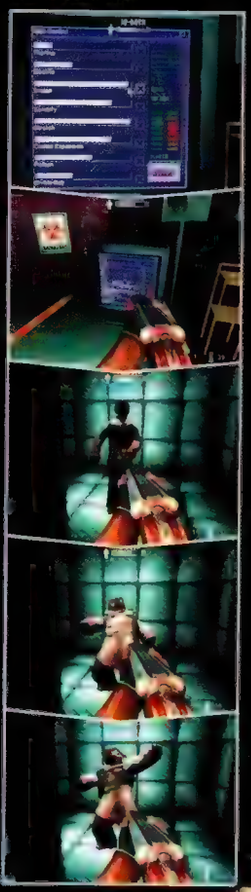
TOTAL RECOIL: It's a standard rocket launcher (ie. deadly) but the exaggerated reload animation is delightful.

REVIEW NEXT ISSUE!

We'll be back with –fingers crossed – the World's first review of *Future Perfect* next issue. Don't accept any half-baked verdicts from 'other' magazines passing off their previews as fact, as we'll be first with final code and *our* half-baked verdict next month. Best FPS on PS2? Find out next issue...

A SERIES OF UNFORTUNATE EVENTS

Free Radical's games are famed for their hidden gadgets and wicked touches, from the retro minigames in *'Splitters 2* to the email chat rooms in *Second Sight*. *Future Perfect*'s interactive oddities include playable fruit machines, CCTV-powered remote railguns and the ability to manipulate scientists with their own technology. Monkey head, zombify and shrink, please. That'll teach 'em.



"LIGHTNING SCORCHES THE SKY, RAIN BLOTS SMEAR THE LENS, FIRE CRACKLES... BEAUTIFUL"

Lightning scorches the sky of the Mansion of Madness, rain blots smear the lens and fire crackles translucently from torched zombies. The Terminator-aping Machine Wars level sees giant Hunter Killer-style flying bots clot the smoking air like bees, while laser fire slices the screen with radiant menace. The Sentinel bots are just *huge*. Glass cracks as you shoot it. Barrels explode. Walls scar with gunfire. Action. Reaction. Delight.

Curiosity. One of the major new additions is the ability to fight alongside allies including old pals like Harry Tipper and Captain Ash. In Tipper's level, there's even a neat section where you need to protect him with a sniper rifle from a distant rooftop as he infiltrates a heavily guarded base. At other times, you need to wait for your buddy to open doors, like your robot pal R-110's ability to interface with computers using his trouser attachment or cower behind them as they exhibit genuine intelligence and flank the opposition. There are even sections where you protect a past version of yourself (time travel, see) leading to some cute story loops where you replay the same scene as present-day Cortez and then the Cortez from the past. You don't command your team (thankfully) but it's an atmospheric touch.

The story mode's been radically overhauled. You play as Vin Diesel facsimile Cortez for the entire game – rather than hopping Quantum Leap-style between characters as in earlier titles – for greater continuity. The game kicks off with a ludicrously easy battle against mankind's greatest enemy, the TimeSplitters, in the year 2401 (complete with vintage EA chump-cuddling on-screen prompts) as Cortez rushes to deliver the time crystals and save humanity. Naturally, things go bendy and you need to warp back in time to save the day – uncovering the origin of the nefarious TimeSplitters and fighting alongside some familiar faces.

The plot's deftly interwoven, occasionally funny (Cortez's desperately unfunny "It's Time to Split!" one-liner becomes a running joke) and riddled with in-jokes for fans of the series. Sadly, the time-hopping dynamic feels like a cheap way to impart geographical variety and leads to a fractured, less involving, experience – you don't spend long enough with your AI buddies to develop genuine attachment and the tone is too knowingly comic and self-deprecating to engender sympathy for your allies or genuine hatred for your foes.

Still, *Splitters* is a multiplayer game at heart and *Future Perfect* doesn't disappoint. The big addition is, finally, 16 player online death matches, but you can always divvy up players into Eight vs Eight Capture the Bag team battles. We're yet to play the game online (full report next issue) but the game's up and running on 16-player wired-up LAN, and it's indistinguishable from the story mode and velvety smooth. You can't beat the tension and rush of lining up with seven human allies, taking cover positions and tactically sharing weapons as eight human rivals come charging across the Vietnamese swamp in a manic charge for your team flag. The four-player split screen is as frantic, and balanced, as ever including classic levels like the Training Ground, Chinese, and Mexican Mission plus great new levels like the fluorescent vectors of the VR room, the twisting narrow alleys of Venice, or neon caked dance floors of the Disco. And then, of course, there' the ability to create your own levels on MapMaker and post them online for the world to see, dissect and discuss, while you download other people's levels and sniff, "Nah. It's not as good as mine."

PSM RECKONS *Best FPS on PS2? Potentially. The components are in place, but there's currently something lacking. Maybe it's the relatively low difficulty level – the story mode will be a cakewalk for hardened Splitters veterans, negating the need for careful tactics and diluting tension. Or maybe it's the nagging sense of familiarity. Or the dislocating time travel mechanic and tension defusing comedy. It's just a question of balance and tightening the aspects in which Splitters always excelled. We're praying the game isn't being dumbed down to appeal to the mass market, betraying the series hardcore gamer heritage and surrendering the love/hate dichotomy for universal apathy. Hey, it's Free Radical we're talking about here. We adored TimeSplitters 2, giving it 95% in PSM2#28, and we're sure they'll put things right. Keep an open mind and check back for the full review of final code and the online truth next issue.*

EIGHT REASONS TO LOVE FUTURE PERFECT

SPARK LIFE: The environment is destructible and highly interactive – from bullet scarring on metal walls to splintered chairs and working CCTV camera terminals.

DEATH THROW: Hold the fire button to lock the object, charge and tweak the analogue stick as you release – *thwack*. It goes flying off with realistic physics.

LIVING DREAD: Go for a meaty shotgun blast to the noggin or – harder, but much more satisfying – carefully time a baseball bat swing to lop their heads clean off.

HEAD'S UP: The weapons, physics and interactive scenery can be combined to comic effect – like childishly levitating a decapitated zombie head over ladies' pictures.

SPLITS OF LAUGHTER: Without wishing to sound like Homer Simpson in the 'football in groin' episode, *you can shoot a man in the plums with a rocket*. Brilliant.

ROBOT TO TROT: The spot effects are phenomenal, but wait until you see this giant sentinel waddling gracefully at five times the height of standard enemies.

DISCO READ ERROR: The Plate Smash time challenges are back, plus this bottle sniping disco test and an ace gravity mitt zombie-beheading contest.

TIPPER THE ICERBERG: Funky '70s secret agent Harry Tipper is one of many old faces – but watch for new characters like *Perfect Dark*-rip off Amy Chen, too.

DOAK SPEAKS

Free Radical Co-Creator Dave Doak – famous for having a great beard and, to a greater extent, his work on N64's legendary *GoldenEye* – reveals his thoughts on...

WORKING WITH EA

"We don't need much help to make the game. We want to be confident it's going to be brought to market properly and you can't question EA's ability to do that."

ON CORTEZ

"I think our British quirkiness has maybe hampered us in America... Cortez is an identifiable action hero to anyone. He's a bloke who dresses primarily in black and he carries a big gun, which I think is important... if you have something which is seen as a fault or flaw compared to other games then you need to do better. We've made him look darker, he's a bit of a tongue-in-cheek action hero... all that kind of stuff is just about being careful not to turn the mainstream away. All of the other characters are as whacky as before and some of them are as unmarketable as ever."

ON MAKING THINGS OBVIOUS

"When we were talking to people about what they like in '*Splitters 2*, we would ask 'did you like the monkeys' and they'd go 'what monkeys?' Then you'd explain to them that the monkeys were in the challenges and if you did this, and then this, and unlocked this, then you could play the monkey melon challenge. And they'd say 'that sounds like a cool thing, why did you hide it away?' Maybe that's to do with the way the market has changed, you know, the age demographic has gone up. You're talking about 20-somethings... they want to play it but they don't have 40 hours to sit back and unlock something."

ON GOLDENEYE ROGUE AGENT

"I've not seen it. We did say if they wanted to pay us we'd be really expensive consultants but we were never involved. I don't want to get in trouble. Let's just say I wouldn't want to be making *GoldenEye 2*, because it's become such a rose-tinted, pedestal thing, it would be really difficult to do. I think the Bond licence is very difficult to work with because the Bond films are changing. MGM said *GoldenEye* was too violent. We said to them 'have you watched Dr No?' Here's Bond, here's someone he's talking to and he just shoots them. That's what he does in the books, he can shoot innocent bystanders because, guess what, he's got a licence to kill. But they've changed it now because it's time to be careful."

Accelerator

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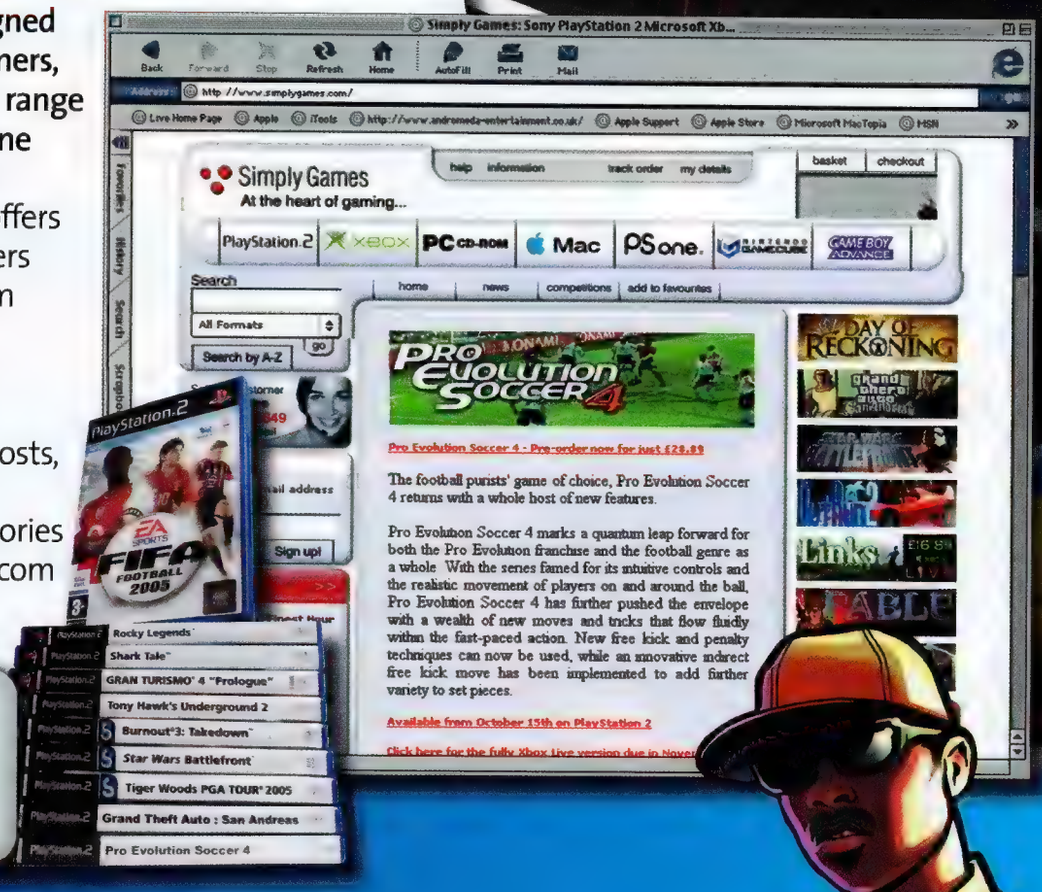
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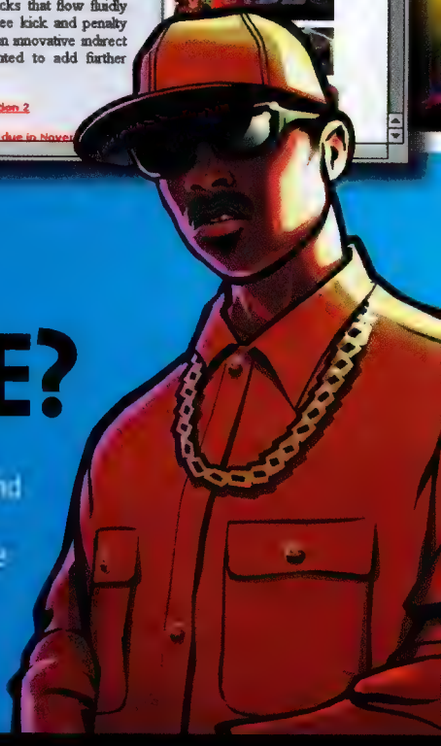

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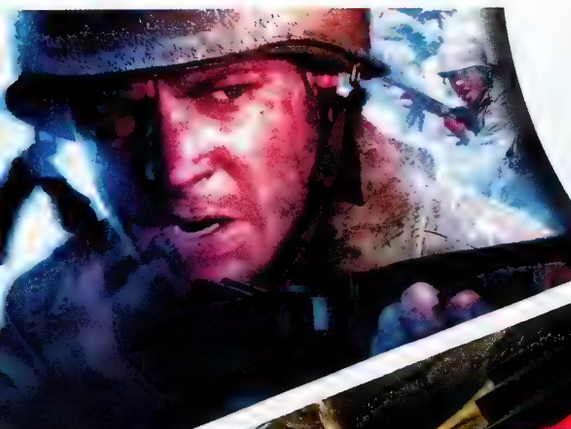

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A LEGEND RETURNS

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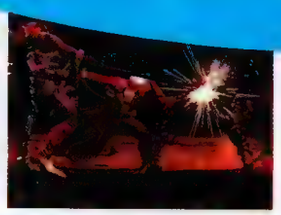
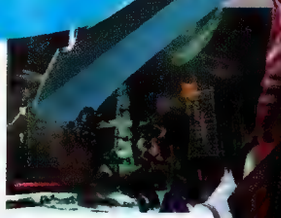
NAUGHTY DOG

JAK 3

THIS IS 2005!

Welcome to the New Year and the traditional PSM2 round up of every great new game. If this is to be PS2's final hurrah, it's going out with a bang louder than an explosion in Mr Loud's Hawaiian shirt shop. Check out the following 148(!) games...





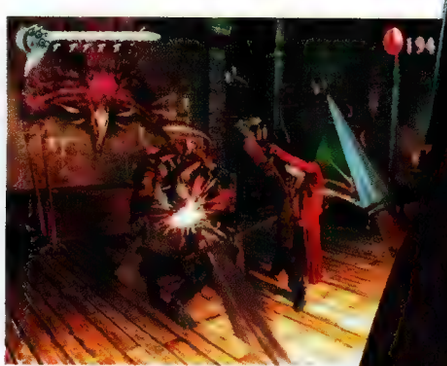
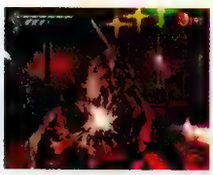
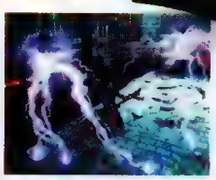
DEVIL MAY CRY 3: DANTE'S AWAKENING

■ Developer: Capcom ■ Publisher: Capcom ■ ETA: March

ANTICIPATED FEATURES

- Some fantastically gory slice and dice moves.
- Virgil as an unlockable playable character.
- Looks that push the PS2 to its limits.
- More intelligent enemies.

Regular readers of PSM2 will know of our on-off love affair with *Devil May Cry*. *DMC1*: On. *DMC2*: Off. From everything we've played so far, we have every confidence that *DMC3* will flick the switch in the right direction. Key changes this time include a new game engine that allows the development team to throw polygons and textures around at an incredibly slick rate. You'll also be able to customise Dante to a limited degree, matching moves and abilities to your particular fighting style. Dante's brother Virgil makes an appearance on the side of evil, so expect enemy AI to be meaner than ever. We expect the recent rash (if one can count as a rash) of female readers sending us excitable love poetry dedicated to the inferno that is Dante to continue apace.

THIS IS 2005! ACTION!

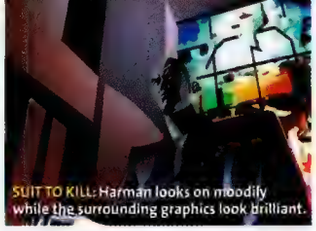
EVERY GAME YOU'LL BE PLAYING THIS YEAR

TENCHU: FATAL SHADOWS

■ Developer: K2
■ Publisher: Sega
■ ETA: May

The events in *Fatal Shadows* follow on directly from those in PSone's Tenchu, so the silent-but-deadly assassins are chicks with sticks here. Other than that, it pretty much plumps with the gameplay rules set down in its nearly-good PS2 'predecessor', *Wrath of Heaven* (although now you can drag the limp bodies of your victims around the place). Go see page 22 now for more on the sassiest gore game around.

MONKEY BUSINESS: Even men of the cloth aren't safe from your enemy.



SUIT TO KILL: Harman looks on moodily while the surrounding graphics look brilliant.

KILLER 7

■ Developer: Capcom/Grasshopper Studio
■ Publisher: Capcom
■ ETA: March

Capcom's bizarre tale of one wheelchair-bound man - Harman Smith – and his seven mixed up assassin personalities battling with an enemy of the state and his walking, gurning Heaven Smile man-bombs. Yeah, yeah – everyone knows it looks like a graphic novel, but will it be any good? No-one outside of Capcom's allowed to play it yet, which isn't a good sign. We shall see. Sit tight.

AREA 51

■ Developer: Midway ■ Publisher: Midway ■ ETA: March

This one's been hanging around the release schedule for years, but in a few months Midway's alien-hunting FPS will finally be in the shops. The name alone guarantees it a certain shelf presence. You take control of Ethan Cole (voiced by David Duchovny), a biologically-enhanced soldier in charge of a hazardous materials containment team sent into the infamous US alien research facility when things go tits skywards. The aliens themselves are spiteful little sods, dead fast and capable of turning humans into more aliens – they need to taste your special brand of gunishment.

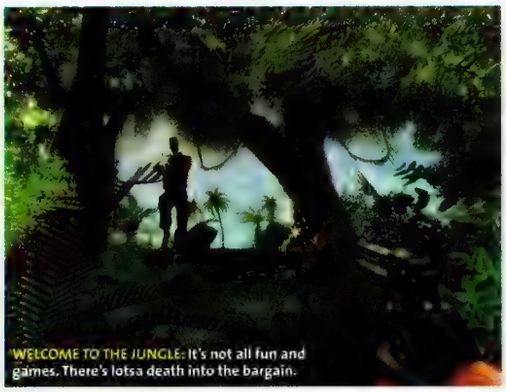
STRETCH AND BURN: The flamethrower is one of the most impressive weapons in the game.

CHAMPIONS: RETURN TO ARMS

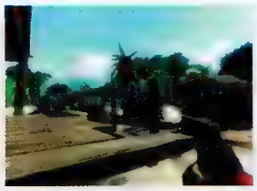
■ Developer: Snowblind
■ Publisher: Ubisoft
■ ETA: May

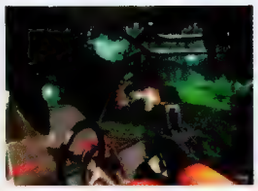
Sequel to *Champions of Norrath* (a PSM2 Silver Award-winning on/offline RPG), this adventure, again set in the Everquest universe, boasts over 100 hours of action. The most impressive number, however, is the 40 characters the game can support on screen at the same time.

THUD TIMES: There are some huge monsters with some even huger weapons.



WELCOME TO THE JUNGLE: It's not all fun and games. There's lotsa death into the bargain.

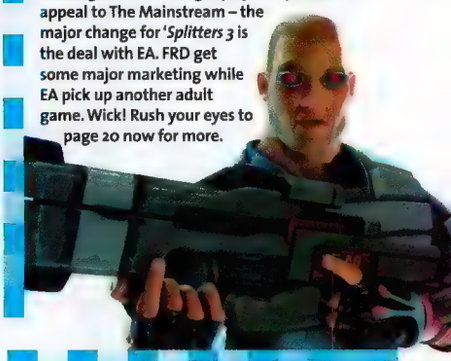




TIMESPLITTERS FUTURE PERFECT

■ Developer: Free Radical
■ Publisher: EA
■ ETA: March

While there's a distinct evolution of the formula this time round – essentially the introduction of a lead character, Cortez and a fleshing out of the single-player experience to appeal to The Mainstream – the major change for '*Splitters 3* is the deal with EA. FRD get some major marketing while EA pick up another adult game. Wick! Rush your eyes to page 20 now for more.



FAR CRY INSTINCTS

■ Developer: Ubisoft Montreal ■ Publisher: Ubisoft ■ ETA: March

Rather than a simple port of the PC FPS *Far Cry*, this is an entirely new version which shares similarities. You play Jack Carver, a journalist marooned on a tropical island and hunted by a team of highly trained mercenaries. It's a game of survival, with you stealthily scouting ahead, setting traps, sniping from afar and 'borrowing' vehicles from the enemy. If it's as good as the PC version, it'll be storming.

STARCRAFT: GHOST

■ Developer: Swingin' Ape Studios
■ Publisher: Vivendi
■ ETA: June

A much-delayed title, *Ghost* eschews the top-down strategy beardness of the PC Starcraft series for an action-adventure starring a girl who can make herself invisible. Nova's a psionic warrior in the Terran forces, and success in the game, not unlike *Second Sight*, relies on mind-power and stealth tactics. Hell, if you get bored you can call up a nuclear strike from the guys back home. We would.

GUN AWAY: Big guns are as important as ever.

FWAPPY NEW YEAR: OK, you could be stealthy? But why bother when you can blow stuff up?

GOD OF WAR

■ Developer: Sony Santa Monica ■ Publisher: Sony ■ ETA: TBC

If you're a fan of *Devil May Cry*, *Prince of Persia: The Sands of Time* and Greek mythology, you'll probably already know about *God of War* as it samples the best bits of each. The combo-stringing, enemy-juggling potential of *DMC* (multiplied by ten in God of War), the magic of *Sands* and the violent storytelling of ancient Greece. It's dressed up in the story of an ex-Spartan soldier setting out to kill Ares, the god of war, but it's the sheer exuberance of the combat system that'll stick in your head.

GREECE IS THE WORD: The sword-fighting is tremendously athletic, just like in *Prince of Persia*.

NOT ONLY, BUT ALSO...

BROTHERS IN ARMS

■ Publisher: Ubisoft
■ Developer: Gearbox
■ ETA: February

It's *not* called Band of Brothers, OK? Chute over to page 46 for more...

ESPN NFL/NHL/NBA

■ Publisher: Take 2
■ Developer: Various
■ ETA: TBC

All-singing, all-shouting, all-analyzing licensed sports series. Stat heaven.

DIE TO DRIVE

■ Publisher: Ubisoft
■ Developer: Ubisoft
■ ETA: May

A blend of racing and shooting in which you garner a reputation. Familiar? Yes.

NEO CONTRA

■ Publisher: Konami
■ Developer: Konami
■ ETA: June

A dynamic camera picks up all the destruction as the classic series goes 3D.

THE SPONGEBOB SQUAREPANTS MOVIE

■ Publisher: THQ
■ Developer: THQ
■ ETA: February

Oh. Dear. God. No. Pass the cyanide!

THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

HITMAN BLOOD MONEY

■ Developer: Io Interactive ■ Publisher: Eidos
■ ETA: April

ANTICIPATED FEATURES

- Get paid to kill this time round.
- Traditional open-ended *Hitman* gameplay, this time with cash oiling the easiest route for you.
- Introducing mysterious new characters, The Albinos. Are they the ones hunting Agent 47?
- The worrying possibility of James Bond-style elements.
- Music by the Budapest Symphony Orchestra and Choir. Favourites!

The sign of a great assassin sim, they say, is the ability to drag around the cold, limp bodies of your dead victims and pile them up to spell rude words in the grass. *Hitman Contracts*, the latest in the increasingly brutal series, gave every sicko that opportunity. It also happened to be one of the best examples of choice-rich, free-form gaming going, which helped.

No wonder then, that this sequel is one of our hot tips for 2005. Aside from running on an improved version of Io's Glacier engine (should mean smoother, more detailed murderising) and the introduction of a bunch of new characters, the big change this time is money. Blood money. Mmm. You'll now earn cash for every hit you carry out. The amount of dosh you build up affects the weapons you'll be able to afford in later missions and ultimately how easy your route through the game becomes.

If you care about videogame stories (why?) prepare for a reasonable one. Fellow assassins from Agent 47's employers, ICA, are being bumped off by a larger, sinister organization. Anticipating that he might be next, baldylocks heads to the US and starts to kill people dead. No doubt there'll be a bloody resolution to the crisis at The Agency, and we can't wait to find out what. Lots more on this very soon.

BLACK

■ Developer: Criterion
■ Publisher: EA
■ ETA: November

The *Burnout* boys try their hands at something new – an FPS set in near-future Eastern Europe. You're a retired member of a secret Black Operations team, forced back into active service when your mates go missing. In *Burnout 3*, Criterion nailed the feel of driving a car at cheek-rippling speed then coming to a crunched-up standstill after barreling into the grille of an oncoming bus perfectly. (Not that we'd know, mind.) The dynamics in *Black* echo this, weapons jarring the screen with sublime effect, the sounds pulling you in like no other FPS. This. Will. Be. Huge.

MACHINE FUN: Expect the most realistic (and scary) gun ever in a videogame.

SPLINTER CELL: CHAOS THEORY

■ Developer: Ubisoft
■ Publisher: Ubisoft
■ ETA: March

It'd be very easy for Ubisoft to *Cell*-out and release another barely tweaked Sam Fisher game, but they're packing *Chaos Theory* out with some noticeably new and useful features (including some fresh ways to dispose of enemies), as well as creating new engines for the game's graphics, physics, sound and AI. See page 44 for more *Cell*.

24

■ Developer: Sony Studio Cambridge
■ Publisher: Sony
■ ETA: August

Yes, the licensed game of the irritatingly addictive TV stress-fest. A game that runs in real-time and lasts only 24 hours? Now that would be a blinding prospect and perhaps a videogame opportunity that many may have overlooked. So what can we expect? Plenty of double-crossing for poor old Jack Bauer, for sure. A tension-building ticking clock? A visual treatment that mirrors the split-screen signature of the show? Looking at some of Studio Cambridge's earlier works, it could be a log-brown third-person collect-em-up. Ah well...

JACK YOUR BODY: Don't get excited, this isn't a screenshot. There's none yet.

METAL GEAR SOLID 3: SNAKE EATER

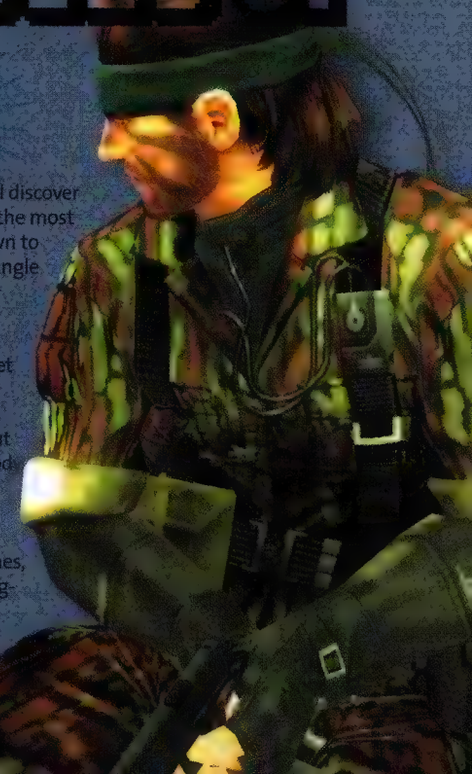
■ Developer: Konami ■ Publisher: Konami ■ ETA: March

ANTICIPATED FEATURES

- The most detailed jungle you'll ever have visited – you can count every blade of grass (there's 6,124).
- Around 20 hours for a straight run-through.
- Camouflage system – handily accessed through a pause menu.
- Enhanced close-combat – makes *MGS2* fight scenes look like a bunch of men cuddling.
- Some tedious chatting to sit (looking bored) through.

The return of the king. While some were secretly hoping Hideo Kojima's retro reinvigoration of *Metal Gear* would fall flat on its camouflaged ass, we held firm (our very own grizzled big boss Dan G insisted). We knew Konami could deliver the most immersive stealth experience yet committed to disc. But, as mentioned in our review last issue, the first few hours of play did have us worried. The way one talky bit clocked in at a patience-pushing *30 minutes* almost killed our love forever. Almost.

But go with it and you'll discover that *Snake Eater* delivers in the most emphatic way. Stripped down to the basics – being set in a jungle in 1964 means that Snake's without the help of the seemingly essential radar, it having not been invented yet – provides a more involving experience than *MGS2*. And then you have to think about eating. And keeping your bod in prime condition. And ensuring your camouflage matches the situation. Yet, despite the real world touches, it never lurches into washing-shitting-sleeping tedium. It always remembers it's a videogame – and one of the finest that you'll ever play.



THIS IS 2005!

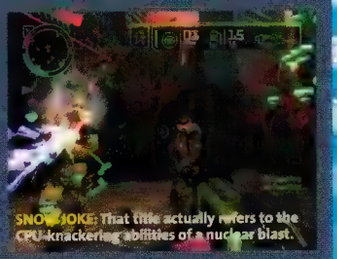
MADNESS!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

PROJECT: SNOWBLIND

- Developer: Crystal Dynamics
- Publisher: Eidos
- ETA: March

We've already covered Eidos' thinking man's FPS extensively last issue, suffice to say it got the PSM2 seal of approval. Graphic artists have been working with PS2 long enough to know how to get the most from the system, so it's really no surprise to see *Snowblind* shitting on other titles from a great height when it comes to presentation. It's not merely surface polish either – the wealth of futuristic gadgetry, character customization, tactics, 16-player online support... we love its sense of ambition. Shame we *loathe* the lead character.



COLD WINTER

- Developer: Swordfish
- Publisher: Vivendi
- ETA: June

It's the way you interact with this spy-based FPS's game world that's got people buzzing. See that table over there? Do you want to drag it or tip it over and use it as cover? Rag, petrol, bottle? Why not cook up a Molotov? *Cold Winter* should add extra heat to the summer months.

KARAOKE REVOLUTION 2

- Developer: Konami
- Publisher: Konami
- ETA: May

Konami's second Karaoke title boasts a 35-song playlist, including the deeply shit I Believe In A Thing Called Love. Just like the first game, you'll be rated on the quality of your tone and pitch as you warble along unaware that everyone's laughing at you, not with you. String together up to five tracks in the Medley mode for maximum humiliation.

EYETOY CHAT

- Developer: Sony London Studio
- Publisher: Sony
- ETA: January

Your chance to videochat/conference call other users around the world for the cost of your broadband connection. Send 30 second video emails to Estonia, play games with others online in Ohio, chat the night away with fellow Eyetoyers in, er, Ealing... quite frankly, however, we don't want a bunch of spuds looking at the state of our squalid front room.

DEATH BY DEGREES

- Developer: Namco
- Publisher: Sony
- ETA: TBC

Doesn't scream *Tekken*, does it? This first offshoot from Namco's flagship series is an 'Action Adventure Brawler' and follows *Tekken* star Nina Williams as she infiltrates a sinister organization to reveal a global conspiracy and... hell, who cares? It's all about the fighting. And not just one-on-one stuff either. Nina gets to use weapons for the first time – swords and guns in the main. Fans'll also be glad to hear that the game'll reveal why she entered the Iron Fist Tournament in the first place.

DESTROY ALL HUMANS

- Developer: Pandemic
- Publisher: THQ
- ETA: March

Developed under the same roof as *Full Spectrum Warrior*, *Destroy All Humans* is, essentially, *Mars Attacks! – The Videogame*. The big-headed aliens invaders here – the Furons – have sent in their fiercest warrior, Cryptosprodium-137 to scout the planet, infiltrate human society, harvest our brain cells and... well, do exactly what it says on the tin. You're also on a mission to find your missing brother. If he looks anything like you, that shouldn't be too difficult. Should make a fun alternative to the endless crime/cop romps. Incidentally, can someone please do *Mars Attacks! – The Videogame*? Thanks.

STOLEN

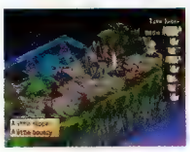
- Developer: Blue 52
- Publisher: Hip Interactive
- ETA: March

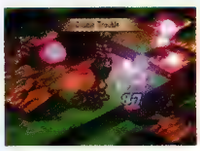
Bored of stealth games yet? Good. Try this burglar-em-up for size. You're Anya Romanov, thief for hire. You'll have to enter a number of locations – *quietly* – do a bit of stealing and get out without being spotted.

FAHRENHEIT

- Developer: Quantic Dreams
- Publisher: Vivendi
- ETA: August

It's not the first time a videogame has you trying to discover the truth about yourself while the law's on your tail. In Fahrenheit, you play Lucas Kane – and you've just killed a man dead. But why?





PHANTOM BRAVE

- Developer: Nippon Ichi
- Publisher: Koei
- ETA: February

Being a strategy RPG, this should be in the Adventure section, but the subject matter's so off its chump it can only be classed as a Madness. You move a 13-year-old girl who can see spirits around the battlefield, carrying out tasks for people in the hope that they'll like you. In our experience, 13-year-old girls hate everybody and wouldn't even go to the shop to buy you a paper unless there was a bottle of Reef and a pack of Marlboro Lights in it for her. Still, eh?

PLAYBOY: THE MANSION

- Developer: Cyberlore Studios
- Publisher: Ubisoft
- ETA: March

Don your silk pyjamas and settle in for a spot of muck-spreading. Think *The Sims*, but with a house full of thong-wearing pornettes and you're there. Build up your magazine empire and take your house from bland shed to a mansion packed with wimmin.

NOT ONLY, BUT ALSO...

JUST CAUSE

- Publisher: Eidos
- Developer: Avalanche Studios
- ETA: TBC

New action-adventure. Some of the team were on *Riddick* – promising...

ASTRO BOY

- Publisher: Sega
- Developer: Sonic Team
- ETA: TBA

Classic platform fighting game with a character that first appeared in 1952.

TAK 2: STAFF OF DREAMS

- Publisher: THQ
- Developer: THQ
- ETA: March

More animal-baiting platform action. Explore the real and 'dream' worlds.

ROBOTS

- Publisher: Vivendi
- Developer: Eurocom
- ETA: TBC

An action adventure based on the new CG film from the team behind Ice Age.

LOONEY TUNES: BACK IN ACTION

- Publisher: Electronic Arts
- Developer: Warthog
- ETA: TBC

We really wish they weren't...

THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

BATMAN BEGINS

■ Developer: Eurocom ■ Publisher: EA/Warner Bros Interactive ■ ETA: June

ANTICIPATED FEATURES

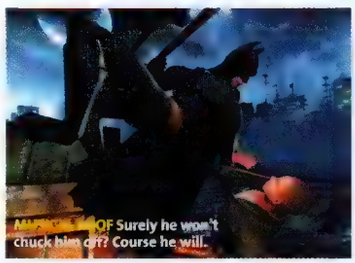
- A storyline closely following the one from the new Batman movie.
- A utility belt full of useful Bat-gizmos like the famed grappling hook.
- Driving elements in the all-new Batmobile, which looks like a Humvee.

EA seemed to have dropped the baton in 2004. Big name releases like *Catwoman* and *GoldenEye* ending up stinking the place up with low scores and a critical chundering. They'd have done for a company without the mountain of cash that EA burn every day just to boil their kettle. But EA?... Fortunately 2005's when they get things right again. Aside from new *TimeSplitters* and *Burnout*, we've got this tie-in with next summer's superhero blockbuster. Christian Bale-stars as Bruce Wayne in the moody film – which reveals how Brucey became Bats – and we confidently predict the game'll follow suit. Oh yes. You just wait– an action adventure (with stealth elements), a *Lord of the Rings: Return of the King*-quality blend of film and game and all the real world likenesses you can eat. It'll drive you bats, man...

BAT DROP-INS: Batman can float into action using his giant cape.

STACK TALK: Catch a criminal by surprise and they'll [illegible] like little girls.

RED HOT ACTION: You'll play through various [illegible] running.



[illegible] OF Surely he won't chuck him off? Course he will.

BAT'LL DO NICELY: Expect plenty of hanging around in this one...

LEGO STAR WARS

- Developer: Travellers' Tales
- Publisher: Eidos
- ETA: April

Sounds pure comedy, but it looks like it's gonna work. Playing as yellow-faced, claw-handed, wig-wearing Lego versions of the main characters from Episodes I to III, you take part in key scenes from all three films, leading up to the conclusion we'll witness this summer. When George Lucas came up with the idea of The Force, we're sure he didn't anticipate Lego men using it to move Lego bricks around.

GHOST IN THE SHELL: STAND ALONE COMPLEX

- Developer: Cavia
- Publisher: Atari
- ETA: March

By the time this action-adventure based on the anime series hits the UK, it'll have been out in Japan for a year. In that time we've already had the likes of *Second Sight* which let you control an enemy's mind – a theme which is central to *Ghost's* combat. We wonder if this one's really needed.

MADAGASCAR

- Developer: Dreamworks
- Publisher: Activision
- ETA: September

Dreamworks' new animated movie follows four zoo-bound animals on the run. Voice talent comes from the likes of Ben Stiller and Madonna, and you can expect it to be another Shrek-like slice of anti-Disney. Shame the game license is likely to be derivative action-platformer...

JAWS

- Developer: Majesco
- Publisher: TBC
- ETA: June

Spielberg's classic film's 30 years old this year, so Majesco's chomp-a-thon – which puts you in control of the fish – is being released. Once the novelty's worn off, we reckon all that swimming and eating could get a little tedious, but it should still be a lot better than that other watery star, *Ecco*.

STAR WARS EPISODE III: REVENGE OF THE SITH

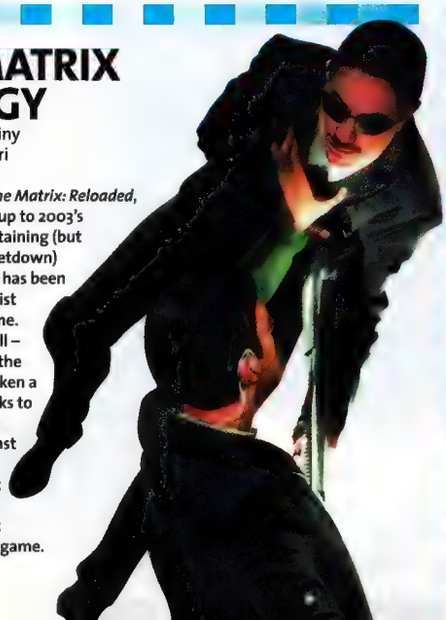
- Developer: The Collective
- Publisher: LucasArts/Activision
- ETA: May

The biggest film licence of the year. The biggest film of the year, full stop. While the new Star Wars films have lacked a little consistency in quality control – mirrored by the hit-and-miss *Star Wars* videogame experience churned out by LucasArts – we're confident that the darker themes of Revenge of the Sith (and that big gang of Wookies) will restore our faith in ol' George. The Collective have a sound track record and we're promised the most authentic lightsaber combat experienced so far. Tasty.

THE MATRIX TRILOGY

- Developer: Shiny
- Publisher: Atari
- ETA: TBC

Aka *Enter the Matrix: Reloaded*, this follow-up to 2003's reasonably entertaining (but ultimately a big letdown) action adventure has been on Atari's 'to do' list since the last game. It'll be a tough sell – the credibility of the Matrix brand's taken a hammering thanks to the questionable direction of the last two (rubbish) films. Ironically, it ended up feeling as if you were sat watching a videogame.



THIS IS 2005!

MOVIES!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

THE WARRIORS

■ Developer: Rockstar ■ Publisher: Rockstar ■ ETA: Summer

ANTICIPATED FEATURES

- Gang-based combat.
- Wide choice of characters, each with different fighting styles.
- '70s soundtrack.
- Online multiplayer mode.
- Shocking perms and afros.

Are you a low profile games industry know-it-all twat? Then you're going to love pretending that you love this game. In fact, you've probably already managed to secure a faux-faded promotional *Warriors* T-shirt from Rockstar and wear it as a statement of how far ahead of the game you are. It's based on the 1979 film of the same name, in which a bare-chested street gang get accused of the murder of the head of New York's criminal underworld. They then need to make their way across the city to safety not easy when The Big Apple's other fight-hungry gangs want a piece of them.

The film's not going to sell the game, but that Rockstar badge will. While *The Warriors* is unlikely to come anywhere near the scope and diversity of *GTA* (rumour has it this is their 'art' game rather than another 'mass-market' pleaser) we're still hopeful for a huge city to explore, an exhilarating combat system and a soundtrack laced with late '70s classics. No screenshots have been released so it's hard to gauge which direction tight-lipped Rockstar will take it. Action-adventure or scrolling beat-em-up? They need to build on the success of *GTA* without comparisons. We're hoping for a massive multi-player online *Manhunt*...

THE NIGHTMARE BEFORE CHRISTMAS

- Developer: Buena Vista
- Publisher: Capcom
- ETA: November

A beautiful looking game which sees dead cool Jack Skellington battling equally boney enemies with, um, a green whip (as well as being able to 'transform' into Santa Jack and the Pumpkin King when necessary). It perfectly captures the twisted Gothic atmosphere of Tim Burton's original vision. Should be a good 'un.

CONSTANTINE

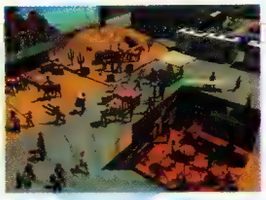
- Developer: Bits Studio
- Publisher: Sci
- ETA: March

A third person action adventure based on an upcoming Keanu Reaves flick (itself based on a comic book). You're John Constantine, battling the forces of hell on the streets of LA. Sounds a giggle, especially when you factor in the weapons – cross-powered shotguns, crucifixion-nail ammo... and spell-casting.

THE PUNISHER

- Developer: Volition
- Publisher: THQ
- ETA: February

Marvel's skull-clad vigilante hits PS2 with the force of a cattleprod to your sweetmeats. If it's creative killin' you're after, there aren't many other games that can match it. Shooting, stabbing, burning, frying, crushing, feeding people to piranhas – it's 'nice' to spend some time in the twisted mind of a man who's seen his family slaughtered by very bad men.



THE MOVIES

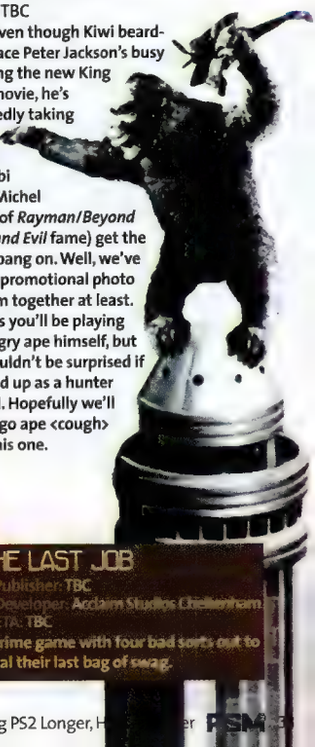
■ Developer: Lionhead ■ Publisher: Activision ■ ETA: November

Everyone in the British videogame industry loves Peter Molyneux. You have to (they won't let you join it otherwise). Although he has suffered from rent-a-quote over-exposure in the past, we'd still like to give him a cuddle for attempting something so ambitious – even if it's bound to be more than a bit odd. *The Movies* lets you run a Hollywood studio from 1900 to 2010 and is split into three main areas – the building of your studio, the hiring (and firing) of talent and the actual movie making process. Prepare for budgets to explode, tempers to flare and people to laugh at your finished film.

KING KONG

- Developer: Ubi Soft France
- Publisher: Ubi Soft
- ETA: TBC

Even though Kiwi beard-face Peter Jackson's busy directing the new King Kong movie, he's reportedly taking time out to help Ubi Soft's Michel Ancel (of *Rayman/Beyond Good and Evil* fame) get the game bang on. Well, we've seen a promotional photo of them together at least. Word is you'll be playing the angry ape himself, but we wouldn't be surprised if you end up as a hunter as well. Hopefully we'll get to go ape <cough> over this one.



NOT ONLY, BUT ALSO...

ALTERED BEAST

- Publisher: Sega
- Developer: Wow Entertainment
- ETA: June

Become a werewolf, minotaur or dragon in this update of the Mega Drive classic.

STATE OF EMERGENCY 2

- Publisher: TBC
- Developer: VIS
- ETA: TBC

Return of the brawler, but we'll only care if there's a decent multiplayer.

CAPCOM FIGHTING JAM

- Publisher: Capcom
- Developer: Capcom
- ETA: February

SFII, *Darkstalkers* and *Red Earth* character pound each others' faces in. See pg74...

ATARI ANTHOLOGY

- Publisher: Atari
- Developer: Atari
- ETA: TBC

Asteroids, *Missile Command* and other Atari classics, plus a bunch of new ones.

THE LAST JOB

- Publisher: TBC
- Developer: Acclaim Studios Cheltenham
- ETA: TBC

A crime game with four bad sorts out to steal their last bag of swag.

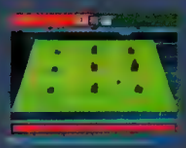
SPORTS! THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

CHAMPIONSHIP MANAGER 5

- Developer: Beautiful Game Studios
- Publisher: Eidos
- ETA: April

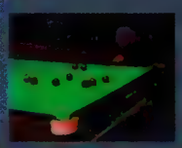
The biggest name in football management finally extends its influence to PS2 (albeit via a different developer). What is the idea of hell for some (ie. Dan G) is heaven for the majority. Take charge at any UK professional club (as well as key ones from around the world), decide who you'll transfer in and out, what your team tactics'll be and bag some trophies.

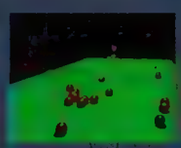


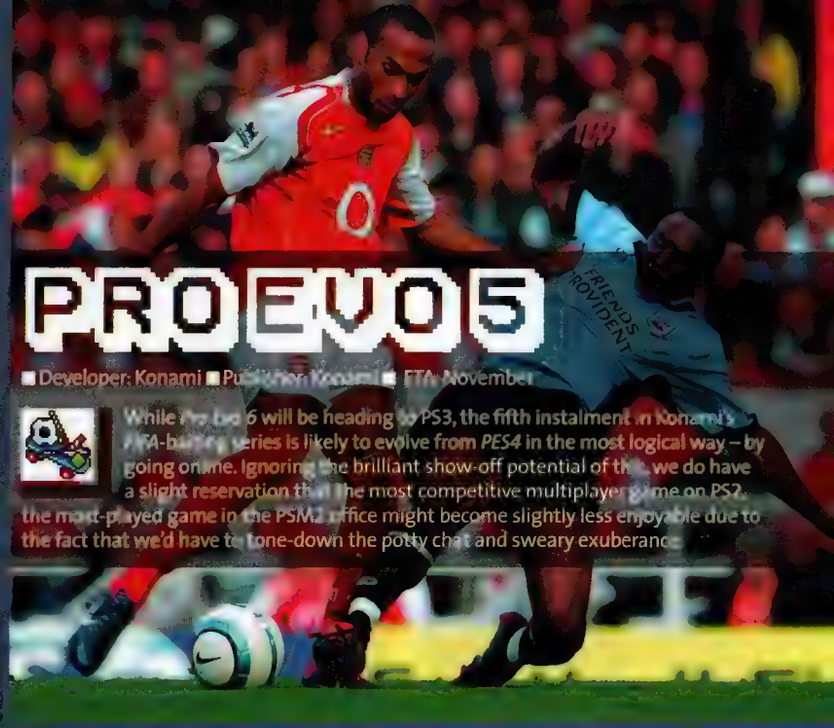
WORLD SNOOKER CHAMPIONSHIP

- Developer: Blade Interactive
- Publisher: Sega
- ETA: April

Surely some kind of April Fool joke? Five, ten years ago, who'd have thought Sega would be publishing a snooker game? While the 'sport' itself isn't as well-matched to a videogame as pool, the World Snooker circuit does indeed have its own drama and celebrities – now faithfully captured in-game thanks to Blade's official licence status. Yellow, corner pocket. Damn.







PRO EVO 5

- Developer: Konami
- Publisher: Konami
- ETA: November

While *Pro Evo 6* will be heading to PS3, the fifth instalment in Konami's FIFA-battering series is likely to evolve from *PES4* in the most logical way – by going online. Ignoring the brilliant show-off potential of this, we do have a slight reservation that the most competitive multiplayer game on PS2, the most-played game in the PSM2 office might become slightly less enjoyable due to the fact that we'd have to tone-down the potty chat and sweary exuberance.

TONY HAWK'S UNDERGROUND 3

- Developer: Neversoft
- Publisher: Activision
- ETA: October

ANTICIPATED FEATURES

- A host of characters from the past and present, and some up 'n' coming boarders from around the world as well.
- An online league table where players can fight for supremacy.
- Another helping of Jackass inspired debauchery, and maybe even Johnny Knoxville to boot.

Fans desperately want another *Underground* (although some whingers want to see Neversoft return to creating the *Pro Skater* series). What do they want to see in it? Every pro from the *Tony Hawk's* series (and perhaps some faces that have yet to make an appearance). A story mode with that essential ingredient – a good story. You can smell the internet fear of the hardcore, worried that the 'secret' FPS Neversoft have in the works will distract them from getting this right. We say shut it, dudes. We're well up for going *Underground* once more.

FIFA 2006

- Developer: EA Canada
- Publisher: EA
- ETA: November

FIFA's the football game we desperately want to love. All those suspension of disbelief benefits that full licensing brings, the slow but steady refinement of play mechanics by a company that's prepared to take criticisms on the chin and listen to the opinions of videogame journalists. We have high hopes for the 2006 update - with *Pro Evo* pulling in both mainstream and hardcore gamers now, EA need to get this one right...

EYETOY ANTIGRAV

- Developer: Harmonix
- Publisher: Sony

There's no stopping the power of EyeToy. The power to make you look a little bit mental waving at yourself, that is. All that's set to change with the release of *Antigrav*, the game that wants you to look as cool as Chopper from 2000AD (ask your granddad). It's a hoverboard stunt-racer, where your head and hands control the speed, movement and tricks pulled by your on-screen character.

BRIAN LARA INTERNATIONAL CRICKET

- Developer: Swordfish
- Publisher: Codemasters
- ETA: June

While Codies might have come a bit unstuck with *Club Football* of late, we're predicting a storming return to form with the 'sequel' to the five-year-old PSone game. With 20 one-day internationals, tests and tournaments and a new control system, this is one hotly anticipated summer release.

OUTLAW VOLLEYBALL: REMIXED

- Developer: Hypnotix
- Publisher: Take 2
- ETA: TBC

While not quite as fnaar-fnaar-saucy as a certain beach volleyball title from Tecmo, *Outlaw* still manages to team up ladies with large baps and tough-talking 'bad-ass dudes' for a ball-banging romp in the sand. Remixed from the year-old Xbox title, it lacks stiff competition (insert your own gag here) on PS2.

FIFA STREET

- Developer: EA Canada
- Publisher: EA
- ETA: August

ANTICIPATED FEATURES

- A group of the best players in world football.
- A variety of crazy tricks that even Brazilian conjurer, Ronaldinho, would be proud of.
- The chance to compete against the world online, with your own selection of players.

Finally, an 'urban' kickabout approached with style. It's four-on-four jumpers-for-goalposts stuff, blending normal blokes with the stars of the modern game. Look! It's Wayne Rooney on the streets of Riol Is that Ronaldo's gob-crockery glinting in that back alley? That's not David James in goal, is it? (It's not, is it?) While we can happily leave *NFL Street* round the back with the bins, we love *NBA Street* – but this'll be the one that brings EA the biggest *Street* success outside the US. You'll be reliving your brutal childhood street matches and loving it.

THIS IS 2005!

SCARY!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

RESIDENT EVIL 4

■ Developer: Capcom Studio 4 ■ Publisher: Capcom ■ ETA: November

ANTICIPATED FEATURES

- Widescreen presentation.
- Collect treasure to buy new weapons and upgrade your existing ones with a merchant.
- New inventory system that takes into account the size of objects.

While Nintendo children have been blubbing into their Honey Nut Cheerios since Capcom announced that *Resi 4*'s no longer a Gamecube exclusive, we PS2 owners can simply sit back and look forward to one of the best games of 2005. It's the age-old story of man meets girl meets chainsaw-wielding hick meets mental monks meets distressing underwater reptile. But it's more immediate, immersive and touching-cloth tense than previous *Resis*, thanks to a switch to to an over-the-shoulder third-person view, a 'real' 3D world, more gore than ever before and *Ico*-like partnership, with you controlling both characters in turn. While it all looks a bit brown at times, and is heavy on context-sensitive actions, this is a fresh new direction for *Resi*...

MARK ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

■ Developer: The Collective ■ Publisher: Atari ■ ETA: June

We won't soil your time with jibes at the sounds-a-bit-rudey title, suffice to say Mr Ecko's distinctive rhino-logoed streetwear is fast becoming derigeur for the discerning chav. He has joined forces with Atari to create a graffiti-based romp. You need to get your tag noticed on the streets, all the time trying to avoid the law. It's a blend of art and violence, rebelling with both your spray can and your fists. Could make *THUG* look a bit soft. Shame his jumpers are crap.

NBA STREET V3

■ Developer: EA Big ■ Publisher: EA ■ ETA: August

The game that launched EA's *Street*-take on their big sports licences makes a welcome return. An enhanced trick system and additional bling in the form of new customizable outfits and accessories are some of th

FIGHT NIGHT 2005

■ Developer: EA
■ Publisher: EA
■ ETA: TBC

EA take their create-a-character mode to disturbing degrees here. No more fiddling with tiny meters – here you use the analogue sticks to knead your bruiser's noggin like soft cookie dough. They can end up looking like they've had their face rearranged before even stepping into the ring. Anyway, the major pull here is to take your fighter from fairground ring obscurity to the bright lights of boxer heaven.

BRUISE CONTROL: It looks more brutal than before.

RUMBLE ROSES

■ Developer: Konami TYO/Yuke's
■ Publisher: Konami
■ ETA: February

It's taken years to get here, but finally, *finally*, a scantily-clad lady mud wrestle-em-down's made it! It's not all mud-action though – there's proper rings and stuff – and it's more credible as a game than you might think, thanks to the *WWE Smackdown!* engine supplied by Yuke's. We've played it and, well, Nathan's not recovered yet. Review next month.

MUD-U-LIKE: Best lady visuals ever!

ATV QUAD POWER RACING 3

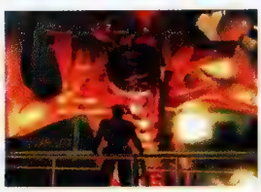
■ Developer: Acclaim Studios Manchester
■ Publisher: TBC
■ ETA: TBC

Just when you think you couldn't possibly manage another mouthful of ATV, along come Acclaim Manchester with a sequel that delivers online support for six players. Still no word on when – if – it'll see the light of day. Anyone that bothered?

THE SUFFERING 2

■ Developer: Midway ■ Publisher: Midway ■ ETA: TBC

Now this is mucky. We struggled to find a single screenshot that wasn't spattered in blood, fatty goop or quivering entrails for our feature last issue and we're not doing too much better here. This sequel picks up from the end of the first cruelly ignored game, with mixed-up main fella Torque being subjected to even more extreme visions. At times the bleakest thing on PS2, at others the most visceral, heart-pumping shooter out there.



HAUNTING GROUND

■ Developer: Capcom
■ Publisher: Capcom
■ ETA: March

Known as *Demento* in Japan (a much finer name), Capcom's new survival horror turns the genre on its head. The lead, Fiona, is no gobby, shotgun-toting star, see – she's a weak little lady who always seems on the verge of dropping dead. So, you'll have to think your way around enemies rather than barging in and shooting up the place.

RESIDENT EVIL OUTBREAK FILE 2

■ Developer: Capcom Production Studio 1
■ Publisher: Capcom
■ ETA: March

Although *Resi 4* will steal the limelight in 2005, there's the unfinished *Outbreak* business to deal with. The first *Outbreak* was stripped of its online mode – but the UK release of *File 2* won't be. Online zombie-massacring? Irresistible.

NOT ONLY, BUT ALSO...

UEFA CHAMPIONS LEAGUE

■ Publisher: Electronic Arts
■ Developer: Electronic Arts
■ ETA: February

Like FIFA, BUT with a shouty purple manager. See our preview on page 49.

JIMMY NEUTRON: BOY GENIUS

■ Publisher: THQ
■ Developer: THQ
■ ETA: February

Subtitled *Attack of the Twonkies*. Ugh.

GRAN TURISMO 4

■ Publisher: Sony
■ Developer: Sony
■ ETA: February

Well, we'd hardly forget it, would we? Get ready to crush metal *very* soon.

RESERVOIR DOGS

■ Publisher: SCi
■ Developer: SCi
■ ETA: TBA

Please let us cut a man's ear off! Not even San Andreas did *that*.

BUGS OF WAR

■ Publisher: TBC
■ Developer: Strawdog Studios
■ ETA: TBC

Giant insect takes over a tower block. We may never see this. Hope not.

THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

DRIV4R

- Developer: Reflections
- Publisher: Atari
- ETA: TBC

Driv3r was one of the most controversial games of 2004, polarizing opinion into two equally angry camps. On a technical level, we'd like to see the aliasing and pop-up irritations addressed in *Driv4r*, and a tweaking of the AI. Creatively, we'd like to see a more exciting story – we want to care about the characters, feel a connection with them and their world. Despite its huge influence, *Driver*'s lost a little of its gravitas to the new faces of free-roaming crime games. Can it get back on top?

SEGA RALLY

- Developer: Sega
- Publisher: Sega
- ETA: August

A decade ago, *Sega Rally* was the racing game to be seen playing. And now it's finally being released on a Sony system. Naturally, a bigger roster of cars and tracks will available, all produced in the glorious visual detail only a third-generation PS2 title can offer, plus a random course generator. Watch out *WRC* and *Colin McRae* – the daddy's back...

STUNTMAN 2

- Developer: Reflections
- Publisher: Atari
- ETA: TBC

The first game had such lofty potential, but its start-crash-stop-start-crash-stop relentlessness and irritating director shouting abuse in your ear constantly (we don't need to be told we're a bit shit by a videogame) turned us off. Still, the physics engine created by Reflections was a storming success. *Stuntman 2* – complete with Evil Knievel-style bike sections, eh, guys? – should arrive next winter, although we'd expect the next make or break *Driver* to take priority for Atari...

MIDNIGHT CLUB 3: DUB EDITION

- Developer: Rockstar San Diego
- Publisher: Rockstar
- ETA: January

ANTICIPATED FEATURES

- More types of vehicles and bikes than ever before including several bling mobiles featured in America's top car-modding magazine, DUB.
- More shortcuts. Learn the ins-and-outs of every course for a greater chance at victory.
- Improved bike handling and specific race challenges.

Not long to go now until the *other* game Rockstar do hits the streets. More shortcut-chasing thrills in the middle of the night, then, but this year there's an even bigger draw for for petrol-heads other than cruising about in a souped-up motor and taking on your rivals online. For the third *MC* Rockstar have teamed up with the sharp car-modding magazine, DUB, which ensures the game'll be dripping in the best head-turning car add-ons. Should give the *Need for Speed Underground* team a few nightmares.

ENTHUSIA PROFESSIONAL RACING

- Developer: Konami
- Publisher: Konami
- ETA: March

ANTICIPATED FEATURES

- A stable of licenced motors to rival even that of The Turismo.
- Ultra-realistic handling throughout.
- New G-Meter shows the forces acting on the car as you accelerate and corner.

Konami's ambition with *Enthusia* is to create 'the most realistic racing game to date'. D'you know, they could be on to something? As well as allowing you to fully tune the hundreds of cars that are on offer from more than 40 real-world manufacturers, they're making a concerted effort to focus on the driving experience. Konami's Visual Gravity System (an on-screen 'ball' that lets you know how G-force pressure is affecting your tyre grip) allows you to gauge drifting with more accuracy than before, while analogue controls allow you to feather the throttle and the brakes. The ultimate racing sim on PS2? We'll see, but it looks like it's going to be a carhead's wettest of wet dreams.

MX VS ATV UNLEASHED

- Developer: Rainbow Studios
- Publisher: THQ
- ETA: March

Motocross and ATV – together at last. And then unleashed. Picture it: dirt bikes, ATVs, monster trucks, 4x4 golf karts and bi-planes going head-to-head in the dirt. And you'll be able to tackle a career mode where you can pick your rider from the top Motocross and ATV pros. Cooking!

STARSKY & HUTCH 2

- Developer: Mind's Eye
- Publisher: Empire
- ETA: August

After the class A travesty of *Bad Boys II*, Empire need to redeem themselves. So, remember the blend of driving and shooting from *Starsky & Hutch*? Get ready to remember it all over again, with a new *Virtua Cop*-style element bolted on. We're slightly interested. But only slightly.

LA RUSH

- Developer: Midway
- Publisher: Midway
- ETA: July

The latest entry in Midway's arcade racing *Rush* series (following the likes of San Francisco and Geoffrey...) packs the usual urban foot-to-the-floor speeding. Expect plenty of stunts, police chases and traffic jam-dodging in the city where nobody ever walks. Probably because they'd get run over.

BIG MUTHA TRUCKERS 2: TRUCK ME HARDER

- Developer: Eutechnyx
- Publisher: Empire
- ETA: May

The knob-gag name's enough to put off all but the chaviest of gamers, but the original *Mutha Truckers* from British lords of the driving game Eutechnyx was a bit of a sleeper hit.This time the haulage 'sim' features new missions, visual rig knackerage and day/night cycles.

CARMAGEDDON

- Developer: SCi
- Publisher: SCi
- ETA: October

The world needs another *Carmageddon* game like it needs another hole in the Ozone layer. *GTA*'s taken the art of running people over in fast cars to new extremes, while the likes of *Gran Turismo* have transformed the driving game landscape. Hence SCi dredging up this old franchise. They may surprise us all... Maybe...

FEAR & RESPECT

- Developer: Midway
- Publisher: Midway
- ETA: November

Midway's latest action-adventure's been developed using the brain-help of director John Singleton (of Boyz 'N' the Hood fame). Which is handy, as it's supposed to follow the life of a South Central gang member as he's released from prison. Predictably violent results with respect-based character development, then. Sound familiar?

OVERDOSE

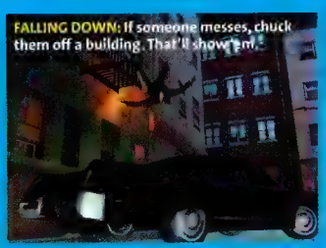
- Developer:
- Publisher: SCi
- ETA: TBC

Not to be confused with *Gungrave Overdose*, RED Entertainment's hectic shooter, this mysterious title's been announced by SCi in the past few weeks. It's in development at a Scandinavian software house, although little else is known about the doubtless druggy game.

INTERVIEW WITH A MADE MAN

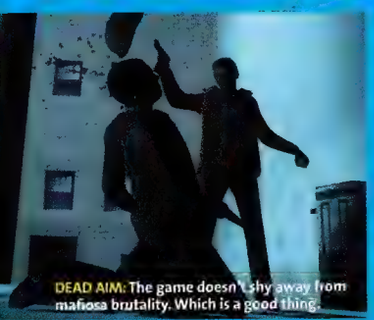
- Developer: Acclaim Studios
- Publisher: TBC
- ETA: TBC

Acclaim were destined to deliver a dark tale of one man's journey up the ranks of the mafia, although the game's future's uncertain at the moment. We think someone should pick it up, as the blend of racketeering, hijacking, loan sharking and moi-dor sounds a right giggle.



FALLING DOWN: If someone messes, chuck them off a building. That'll show 'em!

THUG LIFE: Get busy with a pair of mafia wiseguys. Fugedaboudit!



DEAD AIM: The game doesn't shy away from mafiosa brutality. Which is a good thing.

TRUE CRIME 2

■ Developer: Lionhead ■ Publisher: Activision ■ ETA: November

No-one really wants a Bronze Award from PSM2, especially when you're trying to slyly squeeze your game in between the likes of *Grand Theft Auto* and *The Getaway* on the shelves. Still, that's what Activision's *True Crime* – the LA-based cop-em-up starring everyone's favourite martial arts bobby, Nick Kang – received in 2003. King Kang's sure to return in this sequel, but it'd be a bit tedious if it was set in LA again. How about Colchester? Or the mean streets of Barnsley?

SCARFACE

■ Developer: Radical Games ■ Publisher: Vivendi ■ ETA: Autumn

ANTICIPATED FEATURES

- Play as the baddest gangster in film history – follow his rise to power.
- Play through classic film scenes such as Montana's bloody last stand at the end of the film.
- Authentic depiction of 1980s Miami.

Who knows what *GTA: Vice City* would have turned out like if it wasn't for Brian DePalma's landmark crime film, Scarface (itself inspired by a 1932 movie of the same name). Hell, it probably wouldn't have existed. So the developers of *Scarface*, the game, are in the unenviable position of having to match one of the greatest videogames of all times – and one that's already paid homage to the source material they'll be using... Weird. As Tony Montana, you'll get to travel through Miami, the Florida Keys and the Bahamas, cutting deals, avoiding the DEA and smuggling your way to the top of the underworld food chain. If it's half as good as *Vice City*, it'll be terrific. But then, if it's only half as good...

NARC

- Developer: Midway
- Publisher: Midway
- ETA: June

A third-person action game where you play a cop? Not too many of those about. No. And here you're trying to take down an international drugs cartel. Still, at least with this one you can choose to do things strictly by the law to improve your badge, or get sucked into the seedy world of drug taking and illegal appropriation of cash. Dirty!

25 TO LIFE

- Developer: Avalanche
- Publisher: Eidos
- ETA: May

Is that the time already? You'll get to see the violent underbelly of South Central LA from both sides during the single-player missions in *25 to Life*. Neither sounds the ideal choice. One minute you're a street thug, the next a cop with a twitchy trigger finger. Fire up the online mode and you can go head-to-head against 15 other players, or join in with co-op team games.

ROLL CALL

- Developer: Argonaut
- Publisher: SCi
- ETA: September

Britsoft developers Argonaut have had their ups and downs. They're currently on a massive downer, but this FPS might just set them right again. You get to see the sights of New York as a cop tracking down terrorists. Sensitive subject matter then (we're sure it'll be handled appropriately...) but it's the impressive game engine and involving environments that shine. Could be good.

SHIELD OF DREAMS: These punks are about to feel hot, searing lead pain.

NOT ONLY, BUT ALSO...

EMERGENCY MAYHEM

- Publisher: TBC
- Developer: Acclaim Cheltenham
- ETA: TBC

Be the three emergency services in a big city. Currently MIA after Acclaim's demise.

ALL-STAR BASEBALL 2005

- Publisher: TBC
- Developer: Acclaim Austin
- ETA: TBC

This'll never appear in the UK. Shame, it's a decent interpretation of the sport.

EVERYBODY'S GOLF 4

- Publisher: Sony
- Developer: Klap Hanz
- ETA: July

Look through the cartoon presentation and you've got a robust little game.

DRAGON BALL Z: SAGAS

- Publisher: TBC
- Developer: Atari
- ETA: TBC

The beat-em-up series sticks a toe in action-adventure territory.

SHAUN PALMER'S 2

- Publisher: Treyarch
- Developer: Activision
- ETA: TBC

A snowboarding title from the makers of *Spider-Man 2*. Should be good then.

WAR THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

ROAD TO WAR: As with all stealthy games, skulking round corners pays dividends.

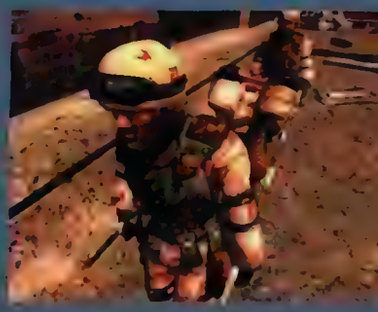
FULL SPECTRUM WARRIOR

Developer: Pandemic/Mass Media ■ Publisher: THQ
ETA: March

ANTICIPATED FEATURES

- Realistic portrayal of strategic warfare designed by actual members of the United States army.
- Each soldier has a personality and you have to take care of them, less the others drop in morale and abandon the you on the battlefield.

A tactical squad-based combat shooter (bear with us) which is based on a light infantry training simulator designed for the US Army. It went down a storm on Xbox and PC (whose arteries are clogged with this kind of thing) and it's finally coming home to the world's most popular console. You get to dish the orders to two infantry teams as they enter an urban warzone, with 13 levels of combat to experience. Super-detailed graphics and canny AI are the order of the day. This will be brilliant – it pisses all over the *Conflict* games (good though those are) and is the hardest thing since diamonds. War is hell.



SNIPER ELITE

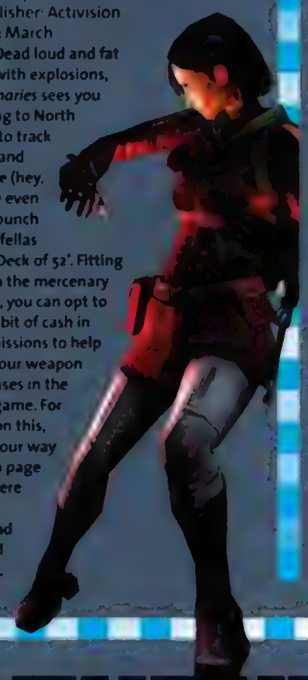
Developer: Rebellion
Publisher: TBC
ETA: April

A stressful business is sniping. Especially when you're an American specialist working your way through Berlin as WWII lumbers to a conclusion. As well as fighting an overbearing feeling to leg it, you've got to take account of wind speed and direction, breathe steadily before squeezing the trigger, try and disguise the sound of your shot with artillery explosions, stay hidden from enemy troops.. All in all, a clever, studied, stealthy take on wardom.

MERCENARIES

Developer: Pandemic/LucasArts
Publisher: Activision
ETA: March

Dead loud and fat with explosions, *Mercenaries* sees you heading to North Korea to track down and capture (hey, maybe even kill) a bunch of evil fellas – the 'Deck of 52'. Fitting in with the mercenary theme, you can opt to earn a bit of cash in side missions to help fund your weapon purchases in the main game. For more on this, bully your way over to page 62, where you can read our full review.



MEDAL OF HONOR: DOGS OF WAR

Developer: EA Los Angeles ■ Publisher: EA ■ ETA: March

ANTICIPATED FEATURES

- Bigger, more dramatic set pieces to rival *Call of Duty*, the series' mortal enemy
- More authentic period weapons including a host of Allied and German varieties
- Input from real veterans of the second world war.

Strange one, this. EA have kept remarkably quiet about the latest *Medal of Honor* up till now. Should we care about *MOH* any more, when Activision have attracted some of the talent away from EA and set about creating a harder-hitting WWII series in *Call of Duty*? Oh, go on. *Dogs of War* centres around four key battles in Europe in 1942. You're sent on a secret Nazi-neutralising mission by the US President. Have you got the balls to see it through?

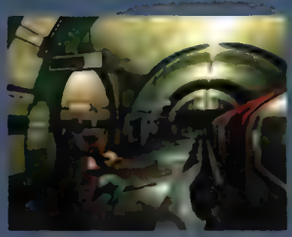
THE REGIMENT

Developer: Kuju Entertainment ■ Publisher: Konami ■ ETA: November

ANTICIPATED FEATURES

- Realistic strategy FPS set in London and based around the exploits of the Flying Squad
- Tactics devised by ex-members of the Flying Squad to ensure extreme realism throughout
- A realistic physics engine that affects the environment directly depending on how you play.

Squad-based shooters, eh? Really can't be arsed with them? Well, this might possibly be the game that changes all that, thanks to its dad-pleasing subject matter - the SAS. As is the norm these days, living, breathing, scarred veterans have been drafted in to provide technical assistance during the game's development (and will certainly be wheeled out for press conferences near its release). And while there'll be fictional incidents to tackle, you'll also be able to play a key role in classic confrontations – including the 1980 Iranian Embassy siege *The Getaway* wastes London – this could put it to good use.



KILLZONE 2

Developer: Guerilla Games
Publisher: Sony
ETA: TBC

The work has already begun. The sequel to the most hyped/anticipated shooter of 2004 has already been commissioned by Sony– and it's definitely heading towards the current generation of PlayStation (rather than PS3 as early rumours indicated). Criticisms of the first game's AI, speed and odd glitches will be addressed to hopefully nudge this the right side of 90%. The first game sounds – and for the most part looks – amazing, and we'd like to see the technical side of things live up to this. That is all.

EYE DROPS: Expect the Helghast to return. Or will now play as them this time?

CONFLICT: GLOBAL TERROR

Developer: Pivotal Games
Publisher: SCi
ETA: Autumn

Pivotal Games are currently working on the fourth instalment in the *Conflict* series. It's cashing in on the current climate of terrorism and the four familiar Desert Storm Delta Force faces – Bradley, Foley, Conners and Jones – return, this time as an anti-terrorist unit sent around the world to neutralise potential threats.

THIS IS 2005!

SUPERHERO

EVERY GAME YOU'LL BE PLAYING THIS YEAR

BATTLEFIELD: MODERN COMBAT

- Developer: Digital Illusions
- Publisher: EA
- ETA: August

The *Battlefield* games have had a special place in the hearts of PC gamers. And now PS2 gamers will be able to get involved, going up against 23 fellow war-heads on EA's servers. Unlike the PC *Battlefield* classics *1942* and *Vietnam*, this one gives you access to a wide range of contemporary weapons and vehicles.

COMMANDOS STRIKE FORCE

- Developer: Pyro Studios
- Publisher: Eidos
- ETA: Spring

You'll get to switch between a Green Beret, sniper or spy in Pyro's FPS take on the popular *Commandos* WWII game. You missions will take you through France, Russia and Norway, and there'll be an online multiplayer element, which'll sort the men from the small children pretending they're men. Kids, eh?

BATTLESTATION: MIDWAY

- Developer: SCi
- Publisher: SCi
- ETA: July

Take part in WW2's infamous Battle of Midway from a variety of viewpoints. Bored of papping about the sky in a fighter? Switch to a submarine. Or try your skills in a battleship. Should offer an involving multiplayer experience.

TOM CLANCY'S RAINBOW SIX 4

- Developer: Red Storm/Ubisoft Montreal
- Publisher: Ubisoft
- ETA: March

Well Clancy that. Team Rainbow return – and this time it's personal. There's a new single-player feature this time round, with you getting to take control of Ding Chavez, leader of the Team, and sniper-boy Dieter Weber. The mission? To fight and save some of your own...

KESSEN 3

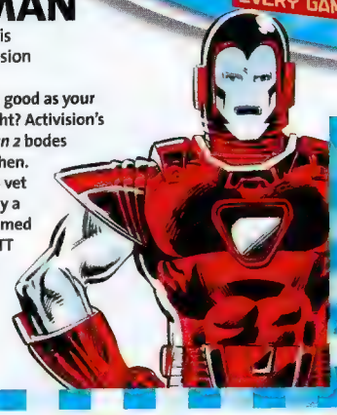
- Developer: Koei
- Publisher: Koei
- ETA: April

Hands up who bought the last *Kessen* game? What, even though we gave it 66%? Well, let's just say with its greater focus on action, double the amount of battles and the chance to tart up your commander with stacks of weapons and items, this should be better.

IRON MAN

- Developer: Z-Axis
- Publisher: Activision
- ETA: October

You're only as good as your last game, right? Activision's fabulous *Spider-Man 2* bodes well for *Iron Man*, then. The story of a 'Nam vet saved from death by a heavy metal suit armed to the teats with OTT weapons, *Iron Man* should provide a vibrant, violent gaming experience.



FANTASTIC FOUR

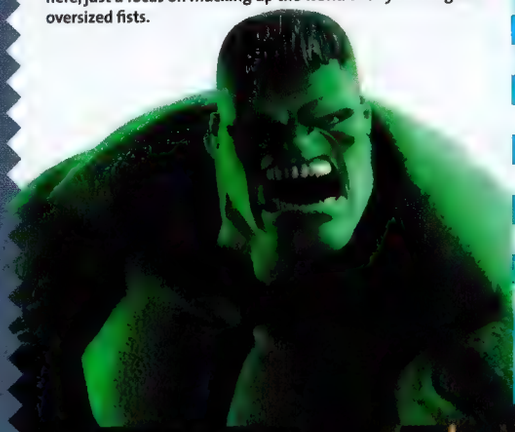
- Developer: Activision
- Publisher: Activision
- ETA: August

If ever a superhero game was suited to a four-player match-up it's, erm, *Fantastic Four*. Invisible Girl, the Human Torch, stretchy Mr Fantastic and walking wall The Thing – a perfect blend of no-nonsense powers without the overbearing psychological hang-ups of the X-Men. Activision have kept the game's secrets close to their chest though – but we're hopeful for a full-on scrolling fighter rather than an OK-ish *X-Men Legends* style number cruncher.

THE INCREDIBLE HULK

- Developer: Radical
- Publisher: Vivendi
- ETA: August

This has more in common with Activision's *Spider-Man 2* than it does the first Hulk game. You're given the run of a US city – head to icons to be whisked to a 'mission' or simply hang about ripping up street lamps, pulling cars apart and trashing buildings. There's no boring David Banner business here, just a focus on mucking up the world with your fat green oversized fists.



PREDATOR: CONCRETE JUNGLE

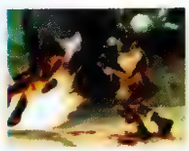
- Developer: Eurocom
- Publisher: Vivendi
- ETA: March

Upset that fox hunting's been banned? Why not work out your bloodthirsty frustration in Eurocom's third-person adventure inspired by the Predator films. You get to see city life in both the 1930s and 2030s through the eyes of the well-armed hunter as you track down criminals intent on wiping out your species. Go on, rip out their spines – treat yourself!

ROGUE TROOPER

- Developer: Rebellion
- Publisher: Sci
- ETA: September

Forget Old Stoney Face, the coolest 2000AD characters have always been Strontium Dog and Rogue Trooper. So it's great to see Rebellion following up their entertaining *Judge Dredd* FPS with an RT stealth-em-up. With weapons, armour and a backpack that talk to you, sneaking'll be rendered three times as hard.



ULTIMATE SPIDER-MAN

- Developer: Treyarch
- Publisher: Activision
- ETA: July

Marvel's *Ultimate Spidey* series tells the story of Peter Parker from the beginning, but all set in a present day world with no tedious backstory for newbies to wade through. The visual style's striking and the dialogue extra snappy. A more 'adult' game than the two nipper-friendly movie tie-ins, then, it's certain to appeal to fan-boys and those seeking a refreshing change.

NOT ONLY, BUT ALSO...

DYNASTY WARRIORS 5
- Publisher: Koei
- Developer: Koei
- ETA: April

We know there's a lot of Chinese history, but is it really worth five parts?

CONSPIRACY: WEAPONS OF MASS DESTRUCTION
- Publisher: Oxygen Interactive
- Developer: Kuju
- ETA: August

FPS. Main character? Cole Justice. Nice.

LEGEND OF KAY
- Publisher: JoWood/Koch
- Developer: JoWood
- ETA: February

An oriental ninja cat. Yep, it's another rubbish-looking platformer.

LONDON TAXI
- Publisher: TBA
- Developer: Data Design Interactive
- ETA: TBC

Drive a taxi. Around London. Clue's in the title, really. Beep, beep.

MYTH MAKERS
- Publisher: TBA
- Developer: Data Design Interactive
- ETA: TBC

Three of 'em, all platformers, one subtitled *The Ninjabread Man*. Jesus.

THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

ICO 2

■ Developer: Team Ico ■ Sony ■ ETA: August

At least three members of PSM2 fell in love with the original *Ico*, a game whose strength came from the quietest moments. Strangely, this doesn't continue the story from the first game (in fact, *Ico 2*'s only a working title – the other working title being *Wanda and Colossus*), but instead the *Ico* themes of beautiful imagery and a soundtrack that washes over you are put to use in the tale of a new character trying to rid the land of the giant Collosi creatures.

MORTAL KOMBAT: SHAOLIN MONKS

■ Developer: Paradox Developement
■ Publisher: Midway
■ ETA: Winter

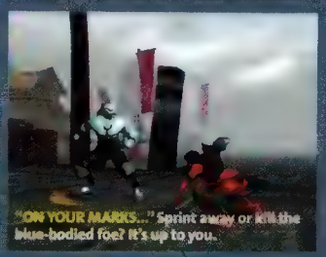
Shaolin Monks is an action-adventure swollen with fighting, action-based puzzle solving and a storyline that helps flesh out the *Mortal Kombat* mythos. As well as a single-player mode, you'll be able to go fatality nuts with a friend during co-op play. Finish him! No, it's your turn...

SHOCKING STORY: Expect to meet old friends and foes in this latest instalment.

RISE OF THE KASAI

■ Developer: Bottlerocket Entertainment
■ Publisher: Sony
■ ETA: July

Follow-up to the mighty-ish *Mark of Kri*, *Rise of the Kasai* follows Rau's sister Tati in an adventure that takes in events both before and after those in the first game. She's a more interesting character to get to grips with because she's not afraid to play dirty in a fight, but the basic gameplay should remain the same. Here's hoping that girl power pays off.



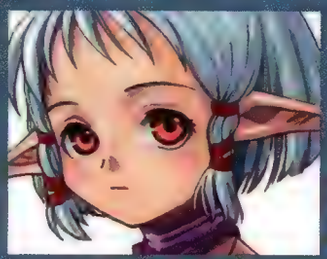
"ON YOUR MARKS..." Sprint away or kill the blue-bodied foe? It's up to you.

VIRTUA QUEST

■ Developer: Sega
■ Publisher: Sega
■ ETA: TBC

A bizarre action RPG extension of the *Virtua Fighter* series. You play a boy who, while exploring a virtual world, discovers Virtua Souls – data clusters that give him the complex combat moves of the best characters from Sega's legendary fighters. You're also armed with an 'energy wire' that lets you move around the environment quickly, as well as grabbing enemies and kicking their heads in.

FLASH STANCE: The V... perform devasta...



YS: THE ARK OF NAPISHTIM

■ Developer: Nihon Falcom Corporation/'Konami
■ Publisher: Konami
■ ETA: Spring

This is the sixth game in the Japanese *Ys* (pronounced 'yeez') RPG series, and is the most popular PC CD-ROM RPG in the country. Konami are enhancing it for its PS2 debut, adding new enemies and maps, improving the game's presentation and refining the controls. Should be RPGenius.

TOMB RAIDER 2005

■ Developer: Crystal Dynamics ■ Publisher: Eidos ■ ETA: June

ANTICIPATED FEATURES

- Plenty of cliffside climbing and intricate puzzle solving.
- A variety of vehicles to navigate the huge landscapes.
- The genius level designer behind the first game Toby Guard is back for the first time since old *Tomb Raider 1*.

With developers of every Lara Croft game so far, Core Design, out of the picture, the next *Tomb Raider* game has become one of the most intriguing titles currently in development. The fact that Toby Gard, the man who came up with Lara in the first place, is also on-side again gives it additional credibility. What do we know about the game so far? It'll see Lara returning to her puzzle-solving roots, there'll be vehicles to get involved with and she might be joined by another partner (or team)...

FINAL FANTASY XII

■ Developer: Square Enix ■ Publisher: TBC ■ ETA: TBC

ANTICIPATED FEATURES

- Set in the world of Ivalice – last seen in *Final Fantasy Tactics Advance* – but featuring new characters and a different time period.
- Visual style lifted from *FFX*, rather than *FFXI*.
- Increased emphasis on mixing up both long and short-range attacks.
- Customisable camera.
- No more random encounters!

Forget the mission-based play of *Final Fantasy X-2*, the online crowd-em-up *FFXI* and all the recent *Final Fantasy* oddities on other systems – this is the next *real* instalment. *Final Fantasy XII* goes back to the roots of the series, with an epic storyline, quality character development and party-building.

This time the adventure focuses on Vaan, a young fella who's recently lost his parents and his dreams of becoming a sky pirate with his own airship with them. Come on, we've all been there. But these are dangerous times. The ruthless Archadians have invaded almost every kingdom in the land – leaving the city of Dalmasca till last. It's in battle that Vaan comes across Ashe, the Dalmascan princess, and things start *really* kicking off...

Vaan can be accompanied by at least two characters at a time during the game. The new Gambit system essentially allows you to 'program' the AI of your fellow adventurers during a battle. Treating them like wingmen in a dogfight, you can tell them to do things like protect the whole group or follow your lead. Smart. This *will* be brilliant.

THE BARD'S TALE

■ Developer: inXile
■ Publisher: TBC
■ ETA: TBC

An action-RPG looking for a publisher (it was originally due to be published by Acclaim last year). The original *Bard's Tale* was released by EA on the Apple II computer in 1985 – creator Brian Fargo is hopeful of similar success with this fresh, funny, tightly-scripted new story.

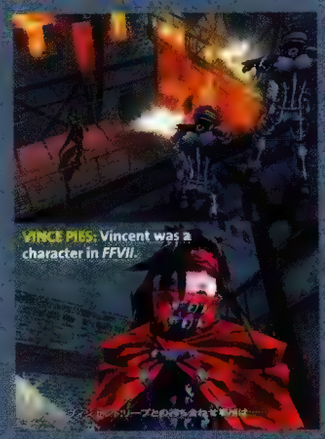
THUMB CANDY! THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

FINAL FANTASY VII: DIRGE OF CERBERUS

- Developer: SquareEnix
- Publisher: TBC
- ETA: November

Some game publishers are preoccupied with plundering their shatalogue of crusty old arcade shooters and re-packaging them. Not SquareEnix. They make real effort to satisfy their fans when they delve into their collection for inspiration. Take *Dirge of Cerberus*. It takes us back to the days of the first PSone *Final Fantasy*, with the story picking up directly from the end of *FFVII*.

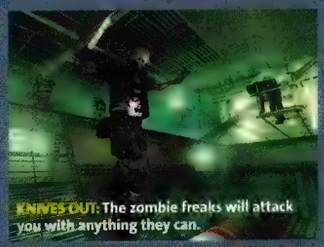


VINCE PIES: Vincent was a character in *FFVII*.

COLD FEAR

- Developer: Darkworks
- Publisher: Ubisoft
- ETA: February

Fear's a dish best served cold (or luke warm). Which explains why this survival horror's set on a Russian whaling ship adrift in the Bering Sea. You're a US coastguard sent in to find out where the crew are and what its spooky cargo is. And, if you got PSM2 last month, you can read about it much more depth. Well done us.



KNIVES OUT: The zombie freaks will attack you with anything they can.

MONSTER HUNTER

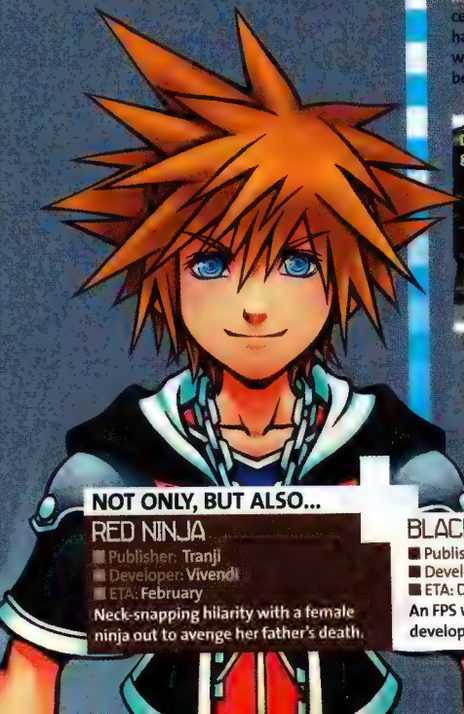
- Developer: Capcom
- Publisher: Capcom
- ETA: March

This appeared in our 2004 mega preview 12 long months ago. We peaked too early. Anyway, it's a strategy-action-RPG thing in which you hunt monsters, kill 'em, snaffle their eggs and earn enough cash to buy more effective monster-culling weaponry. Allows you to gang up online as well.

KINGDOM HEARTS 2

- Developer: SquareEnix
- Publisher: TBC
- ETA: May

We loved the first *Kingdom Hearts* – but, deep down, we really wanted to hate it. All that Disney tweeness, oversized keys and – gah! – bloody Dumbo. Square managed to pull it off, though, delivering an absorbing quest that wasn't just for the kids. Since then there have been a couple of *Kingdom Hearts* titles on Nintendo's GBA, but this year marks the series' return to its PS2 homeland. Sora, Donald and Goofy return, bringing with them a new power/appearance-enhancing system – the Transformation Drive.



OKAMI

- Developer: Capcom
- Publisher: Capcom
- ETA: July

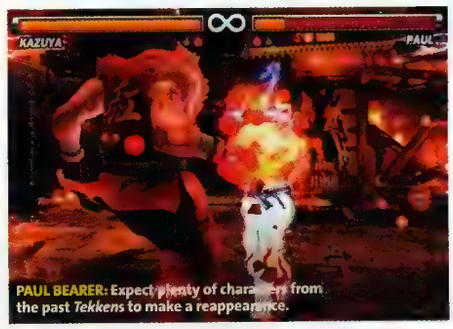
This'll be great, trust us. You're a goddess who appears on earth as a cel-shaded wolf. To convince everyone you have great power and restore colour to the world, you need to do as they ask. Looks beautiful and packs massive originality.

DOGGY STYLE: The graphics look amazing.

TEKKEN 5

- Developer: Namco
- Publisher: Sony
- ETA: August

Despite *Tekken 4*'s leap on from the unambitious Tag Tournament, it still left some people grumbling (mainly about the multi-level design of the fighting locations). Namco have had time to reflect and, it seems, agree, taking the game back to its flat arena roots. Up goes the speed, in comes a new system of buffering and out go some of the cheaper moves from *T4*. They're certainly 'Tekken' it seriously...



PAUL BEARER: Expect plenty of characters from the past *Tekkens* to make a reappearance.

VIEWTIFUL JOE 2

- Developer: Capcom
- Publisher: Capcom
- ETA: February

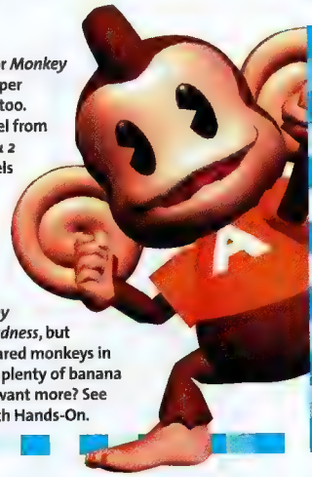
One of the most innovative and entertaining action games returns. While it can't deliver the same inital impact of its predecessor, it does deliver a new character and new VFX powers. And it's hard – Joe-Pesci-spitting-in-your-face-and-stamping-on-your-balls hard. Go see our import review on page 70...

IT'S ALL SO VIEWTIFUL: Eye blistering visuals still look stunning.

SUPER MONKEY BALL DELUXE

- Developer: Sega
- Publisher: Sega
- ETA: April

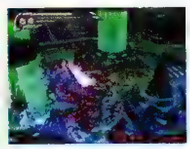
The PS2 debut for *Monkey Ball* – and a bumper collector's edition it is too. Stuffed with every level from *Super Monkey Balls 1 & 2* (that's 114 and 140 levels respectively) plus an additional 46 fresh ones, it also features all the hugely entertaining minigames as well. Never heard of *Monkey Ball*? Think *Marble Madness*, but with a bunch of big-eared monkeys in clear plastic balls, and plenty of banana encouragement. You want more? See page 50 for an in-depth Hands-On.

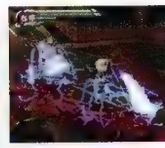


NANOBREAKER

- Developer: Konami
- Publisher: Konami
- ETA: September

You're a military cyborg who must save the world by chopping up swarms of nightmarish future-creatures. One of the few games to rate you on how much blood you spill, it's sure to get *Daily Mail* readers coughing up their shortbread.





RAYMAN ARENA

- Developer: Ubisoft
- Publisher: Ubisoft
- ETA: TBC

The goofy French platform star's back in an online multiplayer game that features racing and battling elements. This despite Mr Man's creator off doing the new *King Kong* game. It'll support up to four players and... to be honest, we're not expecting much from *Arena*. Which means we shouldn't be disappointed. Who actually likes *Rayman*?

RED STAR

- Developer: Acclaim Studios Austin
- Publisher: TBC
- ETA: TBC

Someone'll probably pick up the publishing rights to this futuristic alternative-Russia shooting/fighting game based on a comic. It was going to be developed and published by Acclaim, but let's just say they've been having a few problems recently. Still, it's looking pretty good, so we hope we get to see it.

STARLIGHT EXCESS: The action's fast and furious, but it's also enjoyable.

NOT ONLY, BUT ALSO...

RED NINJA
- Publisher: Tranji
- Developer: Vivendi
- ETA: February

Neck-snapping hilarity with a female ninja out to avenge her father's death.

BLACK 9
- Publisher: Taldren
- Developer: Vivendi
- ETA: December

An FPS with RPG-style character development, starring a mercenary.

NFL STREET 2
- Publisher: Electronic Arts
- Developer: Electronic Arts
- ETA: February

The big change this year is the way you can run along walls. We're not joking.

FAST AND THE FURIOUS
- Publisher: Vivendi
- Developer: Genki
- ETA: July

A bit late, this, as *Need for Speed* gives car-mod speed freaks all they need...

DARKWATCH
- Publisher: Sega
- Developer: Sammy
- ETA: August

An FPS set in a made-up sci-fi western world populated by zombies. Quite.

THIS IS 2005!

EVERY GAME YOU'LL BE PLAYING THIS YEAR

RUMOURS

Not even announced yet. But they will be. Oh yes...

MARVEL MULTI-PLAYER ONLINE

Does exactly what it says on the tin. Vivendi have signed a deal with Marvel Enterprises to create a massive multiplayer online game based on the crowded Marvel universe. In fact, the deal extends for ten years, giving Vivendi the rights to make online games using any of Marvel's 4,700 characters. It'll arrive on PC first, but we're confident of a 2005 PS2 release.

THE NEVERSOFT FPS

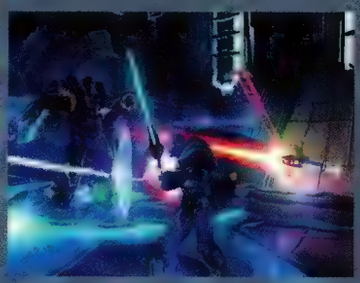
While one team at the *THUG/Pro Skater* developer's Neversoft continues with big Tone's franchise, there's another working on a shooter based on a brand new ip. Scan the vacancies board in their California HQ and you'll see an ad for someone who'll work on a project that requires 'refraction, flares, glows, water, weather, dynamic time-of-day changes, blood/gore etc'. It'll be published by Activision towards the end of the year, we reckon...

UNREAL TOURNAMENT

Atari must be spitting bullets, with development partner Epic signing a deal with Midway for the next *Unreal* titles. They now get the rights to release the next two *Unreal Tournament* titles on PC and 'next gen consoles'. However, we wouldn't be surprised to see *UT* end up on PS2, rather than PS3. That user base is too big to ignore.

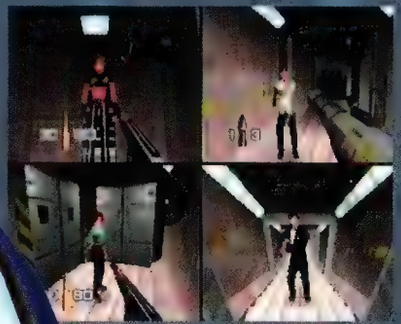
SHELLSHOCK 2

Shellshock: Nam '67? Game title and score all in one! It's fair to say that Eidos' portrayal of Vietnam wasn't a smash. But they confirmed that a sequel to the third-person shooter will arrive in 2005. Who'll be driving its development though, we've no idea – Guerilla's deal with Sony throwing a spanner in the works.



JAMES BOND

Naturally, that's a working title. But in a stroke of straight-thinking genius, it seems EA have entrusted the next 007 to the men who created the benchmark Bond game – the developers of the original *GoldenEye*, Free Radical Design. They offered their services as consultants on *Rogue Agent* (EA declined) and can crack off a quality FPS in their sleep. Just pray rumour becomes fact.



PSM2'S MOST WANTED

MOST WANTED! EVERY GAME YOU'LL BE PLAYING THIS YEAR

So, those are the games of 2005. But which of these titles are the game-drenched members of PSM2 looking forward to the most? Take the stand one and all and let the drooling commence...

METAL GEAR SOLID 3

DAN G

It's out in America but not due here until March 2005. Despite having finished it (so this is old news) I'm still looking forward to its UK release when everyone can feel the benefit. It's the best 'Gear ever. And that's really saying something.

BLACK

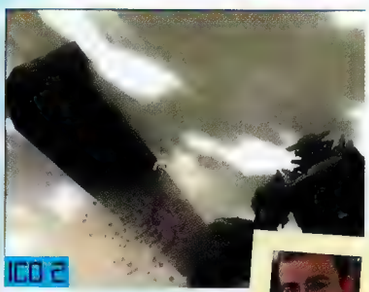
DAN D

We've only seen four minutes of a demo over seven months ago and Criterion are telling us they've done enough talking about the game and want to get on with it. This could be the best, and most destructive, FPS on PS2.

BURNOUT 4

MILF

Burnout 3 was a real shock to the system. Not only did it melt your eyes with its good looks, but it pushed you back in your seat with its sheer speed. Its sequel is rumoured to be even faster. I'm not even sure that's possible, but I'm looking forward to scraping my retinas off the screen.



ICO 2

DAVE

If Shakespeare was a 21st century games programmer – bear with me – *Ico* was the sort of beautiful art he'd have come up with. It was poetry on PS2. And the sequel, whatever its final name will be, looks phenomenal, as you clamber up lumbering statues hundreds of feet tall. Breathtaking.

PES 5

NATHAN

PES4 has it's flaws, but I'm not expecting *PES5* to follow suit. Online mode, more licenses and maybe even teams from the lower leagues, like Rochdale, are a must. I'm expecting the action to be even slicker than before. I. Can't. Wait.

FINAL FANTASY 12

ANDY

If there's any justice, the PS2 wing of the series should go out with a bang. The absence of random battles could attract the masses of people put off by them before and the fusion of Square and Enix should ensure success all round.

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"IT'S LIKE A NEVERENDING GAMING SUMMER"
SUPER MONKEY BALL DELUXE PAGE 50

Hands

44 SPLINTER CELL: CHAOS THEORY
The *other* stealth franchise is back – complete with co-op mode. It could be Sam Fisher's best yet...

48 BROTHERS IN ARMS
World War 2 get's another game made in its honour in the shape of this thoughtful strategy FPS based on the events of D-day.

50 SUPER MONKEY BALL DELUXE
There's nothing better than the feeling of being a monkey in a ball. The 'cube classic comes to PS2. Rejoice.

You want more?!
Jeez, where do we start? Check out Timesplitters: Future Perfect (back on pg20) or first news on EA's UEFA Champions League (49). Delve right in.

WELCOME...

So one day Sam Fisher overcomes the fact he's fictional and opens a fortune cookie. "In gaining," he intones at Lara, who's passed out with her head in the bread basket, "You have also lost." Hmm. New-age nonsense or simple truth? Truth. Fisher's new abilities are in many ways welcome, but they give him more power. And the more powerful you are, the lower the tension. The original Sam was an unusual hero: tired, near retirement, weary rather than cynical. It wasn't just the mission that required stealth – Sam was a normal man whose only choice was to avoidance. He was vulnerable. Now he's an acrobat. A brawler.

Splinter Cell's quality means it's unlikely to suffer unduly, but many other games already do. With 'psi' abilities proliferating and holsters bulging, enemy quantity is more necessary that quality. In the urge to provide everything we want, games lose sight of what we need: the feeling we won, rather than pressed the right button. It's the mirage of Heaven – a place where you can have it all your own way. But landscapes are defined by shadow, value by loss, good by bad. Having it all is boring in the end.

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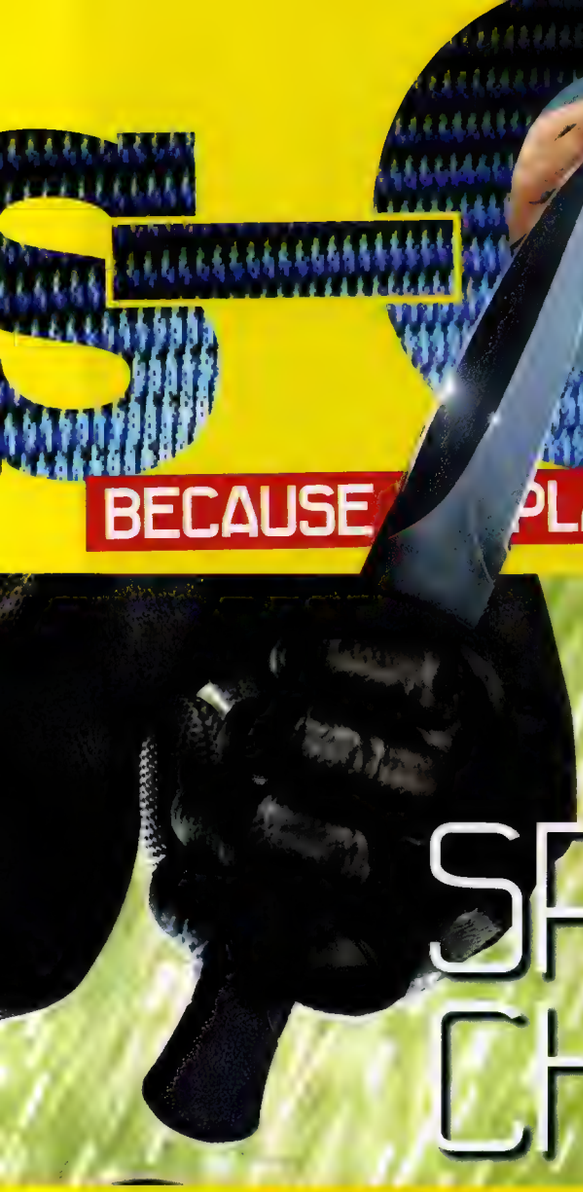
"SWOOSH! THERE'S A KNIFE RAMMED INTO HIS NECK. OOH, THAT'S PAINFUL"

BECAUSE PLAY EVERY GAME WE PREVIEW



Publisher: Ubisoft
Developer: Ubisoft Montreal ETA: March 2005

SPLINTER CELL: CHAOS THEORY

Leap out of the dark and poke a bad guy with a sharp thing. The Fisher-man is back and we still can't see or hear him. "Hello, Mr Sam, Sir, where are you...?"

ANTICIPATED FEATURES

- Updated Spy Vs Mercenary mode for up to four players.
- Brand new co-op split-screen mode, featuring a separate mission that runs parallel to the single-player game.
- Multiple gameplay paths, plus new moves and gadgets, including front knife attacks, sub-machine guns and sticky cameras.

"Our aim has been to make the best looking PS2 game ever!" state the excited Ubisoft *Splinter Cell Chaos Theory* people. Already the emphatic claims are pouring out. Picture the scene: we've just entered the top floor presentation room of the developer's Montreal studio, and are now gazing up at a large projector screen which is flashing 'innovative' PS2 visual techniques in our ashen winter faces. Outside, a furious snowstorm is settling on already iced roads, while here indoors, the temperature feels more like 50-degrees centigrade. Our fault though – we knew we shouldn't have sat directly behind the now furnace-like projector. Our burning brow begins to drip sweat. So hot, so tired...

Then suddenly – BANG! The graphical presentation has switched from lifeless images and Sam Fisher has just blasted out an outdoor ship light. A panicky guard is spinning round like an arachnophobic who's spotted a tarantula scuttling across the floor. "Who's there? I know you're there! Show yourself!" he yells. Fisher, though, perfectly blended into the darkness, hovers patiently, waiting for his adversary to stumble by. He does. The enemy is yanked into the foreboding black pit of the cargo ship's top deck and... SWOOSH! There's a knife rammed into his neck. "Ooh," we say. "That's painful."

WHAT A DRAG: Fisher can now haul people off ledges before killing them.

That's round one. Then it's onto a demo of some of Fisher's upgraded inventory. We're perched precariously inside the ship. It's cold, shadowy, eerie... Our new surveillance-style sticky camera is launched high up onto a wall to reveal two guards patrolling a corridor above. So we climb up, hanging over the side of a railing, waiting for them to pass and then – YANK – one hapless felon is pulled over the side and down into the abyss below. "YAAAAARRRGGGHHH!!!" he screams. "Ho ho," we chuckle. Then it's another leap up (Jackie Chan, would be jealous), a throw of a sticky shocker (cue electrified guard) and we're into the main room, crawling behind desks, capturing the petrified captain, dragging him outside to interrogate him... oh yes, *Splinter Cell* is back.

IMPOSSIBLE MISSION: Fisher might have new gadgets but his objectives are still the same – hack PCs, disarm bombs, you know the drill...

OK, *Splinter Cell*. Been there, seen it, stained the T-shirt. We hear your worries, but hold on a second. There really are several improved factors with the potential to push *Chaos Theory* into unexplored realms of the stealth genre. In addition to the arrival of new spy gadgetry, Fisher's attack armoury has been upped a notch too. He can now incapacitate foes with silent knee strikes or exterminate them with a single front swipe of the blade. There's also a cool vampire-type attack where passers-by are hauled up by their heads (assuming you're hanging overhead, that is) and either choked mid-air or neck-snapped to death.

Other gadgets? As revealed, sticky cameras bring greater strategic play to proceedings, allowing Fisher to spot enemies lurking round tricky corners. There's also an OCP gun – similar to the one featured in Atari's *Mission Impossible* game – for cracking electronic systems. Add in gas grenades and customisable gun attachments (noisy sniper rifles to stealth launchers), and it all amounts to possibly the most free *Splinter Cell* offering yet. "It's about meaningful choices," creative director/script writer Clive Hocking confirms. "Like whether you pick the lock on the door or smash it with the knife and what happens next because of your actions. All the way through, it's small choices, large repercussions."

Right, so it potentially plays well, But what about the so-called "exuberant visual mechanics" the team is promoting, eh? Well, trust us, they carry almost as much fine detail as a Michelangelo masterpiece. As well as revising the AI system from scratch (guards still seem oblivious to the lamp on Fisher's head, though), they were also keen to promote the new 'geotexturing' technique (3D images tiled onto 2D surfaces for extra detail), ragdoll physics, sophisticated reflections and refractions and excellent water effects. We even enjoyed a quick paddle during an Asian-themed level and got so convinced that we requested a towel.

But that aside, what had us engrossed was the bloody damn hard co-operative story. It's an exciting addition which runs as a separate mission parallel to the main storyline. You'll like it 'cos its similar to the single-player experience, but with amended level design to ensure completion is impossible for anyone tackling it by their lonesome.

BIG TROUBLE IN LITTLE JAPAN

Typical spy fun, typical mega-twisty, super-complicated plotline. Although we can't give away too much, let's just say it begins with a rescue mission for a computer engineer deep in Peru. He's being tortured for vital info regarding weapons. Although this seems to boil down to an economic crisis in Japan and a controversial bid to re-build defences.

GET MY POINT? One unfortunate discovers that Fisher has learnt a few new attacks since he's been away.

"YOU CAN HAUL PEOPLE UP BY THEIR HEADS AND THEN SNAP THEIR NECKS"

I'M A CREEP: Despite possibilities for playing it the action way, *Chaos Theory* is still all about the stealth.

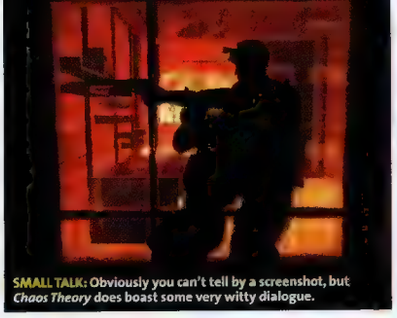
For example, during an infiltration of a building, an out-of-reach window proved reachable thanks to the 'team-up' human ladder manoeuvre; a red laser beam was easily overcome by a two-man catapult throw and disabling a surveillance camera was only achievable once our buddy grabbed the darned thing. Add in the voice communicator system and it flows with more tension than a M. Night Shyamalan flick – one man opens the door, another shoots into it; one man explores ahead, while the other keeps watch. You can take different routes, create diversions, tackle separate objectives. The opportunities are endless and, from what we sampled, it could actually be more fun than the single-player game. And that was, like, really good fun.

And there you have it, the new *Splinter Cell* game in a can. Of course, we couldn't depart into the bitter Canadian cold without one final sensationalist claim from the Ubi boys and gals. "It will be a must-own PS2 title!" one member boldly bellows as loud as his larynx will allow. Will it? Well, let's just say the future's looking as bright Fisher's green-glowing tri-lamp... **Stephen Daultry**

Splinter Cell Chaos Theory is out in March.

PSM RECKONS

Splinter Cell has always been about innovation and it seems that Ubi might have done it again with the stealthy co-op mode. Then the single-player mode is still intense, challenging and best of all, nervy as hell, and it all looks so sweet you could suck on it for hours. It should make for a nice battle with the new *Metal Gear Solid* game.



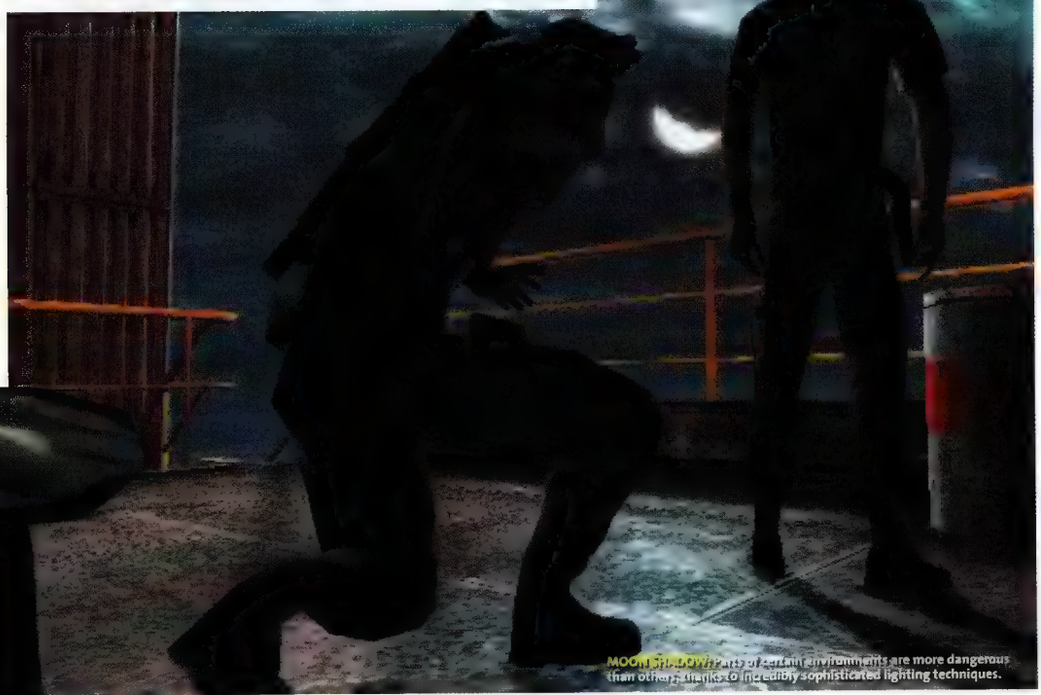
SMALL TALK: Obviously you can't tell by a screenshot, but *Chaos Theory* does boast some very witty dialogue.

ANOTHER BRICK IN THE WALL

Geotexturing, eh? Have you heard of it? No, of course not. That's because Ubisoft have invented it themselves. But the effects really are stunning, serving to give the environments extremely life-like detail, with a bamboo shoot room almost popping out of the screen,and the walls of a cargo ship appearing rustier than our nextdoor neighbour's Volvo.

CHOICES, CHOICES: Found one route heavily guarded? No worries, there are normally several paths you can take to reach your destination.

"THE VISUALS CARRY ALMOST AS MUCH DETAIL AS A MICHAELANGELO PAINTING"



MOON SHADOW: Parts of certain environments are more dangerous than others, thanks to incredibly sophisticated lighting techniques.

IT'S WAR: The Spies step up the hunt for the ex-good Mercenaries.

VS MODE

SEXY FOUR PLAY FOR SPIES

While we've been rambling on about the co-op mode, let's not forget about the other multiplayer game – the four-man, online Spy Vs Mercenary match-ups. Similar to the play featured in *Pandora Tomorrow*, these missions pit two Mercenaries (in first-person shooter mode) against two Spies (in normal third-person) in a number of objective-led missions. There should be 12 maps in total, which will consist of some from *Pandora* and a selection of totally new ones. However, the real improvement lies in the amended inventories – spies get optic camo suits which make them temporary invisible, as well as a choice of heart sensors and sticky cameras. Evening the odds, Mercenaries can plant poison mines and tap into a full camera surveillance system. From first impressions, it seemed easier playing the gung-ho Mercenaries, although the hide-and-seek element does give the Spies a more thrilling edge.

Publisher: Ubisoft
Developer: Ubisoft Shanghai/Gearbox ETA: March 2005

BROTHERS IN ARMS: ROAD TO HILL 30

Nothing to do with Band of Brothers. Honest. Actually, it's a brutal, but brilliant, game based on D-Day. And it's educational as well. Who needs history lessons?

ANTICIPATED FEATURES
- Every skirmish is a genuine event from the eight day D-Day assault of Normandy.
- PC conversion that mixes tactical squad combat with an FPS.
- Allied characters with their own personalities, skills, and attitudes.

"Are you mad?" yells your superior as you walk smugly past, having single-handedly eliminated a tank in a moment of insanity. Back across the courtyard, your fire team lays incapacitated, the consequence of ill advised gung-ho tactics proving about as human resource-friendly as an office textbook on sacking. You survived, sure, but what about your buddies, eh? Without teamwork, your chances of bagging this war for the Allies is unlikelier than a David Sneddon Stadium Comeback Tour.

And that's the onus in *Brothers In Arms* – looking out for the next man. It's a quick-thinkin', first-person mix of *Medal of Honor*, *Conflict* and *Freedom Fighters*, sellotaped into an A-level history book on the D-Day assault of 1944. It's got real heroes, real events and real locations. In fact, so intense is the level of research that you'd swear every individual blade of grass had been accurately recreated. "Play it loads, and you'll know enough to become a tour guide of Normandy," is the developer's claim. They aren't joking.

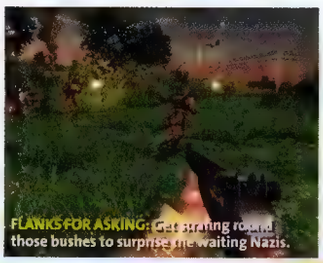
FLASH BANG: Enemies seek cover – as will your squad. They're not stupid.

"SET THE BOYS OFF ON A SUICIDE MISSION WHILE YOU HAVE A FAG"

Despite following the linear story of Sergeant Baker's 'Screaming Eagles' squad, the game's highlight is its freedom. You get fire and assault teams and an armoury of tactics to exploit. Send the boys off on a suicidal charge of an occupied farmhouse while you sit back and smoke a fag is one option. Creatively suppressing Nazi aggressors with your long-range squad, while you crawl along a muddy path, popping out from behind a tree and burying lead in their butts is another.

Basically, it's all about flanking. Or wing play. Or being a mastermind on the sports field-cum-first-person shooter battleground. You'll certainly need your organisational skills honed to a premium while you slap explosives on an enemy tank, surprise a surrounded machine-gun post or take a ride on the back of one of your own armoured beasts. It's strategic, chaotic and very PC shooter-like. Plus, it'll probably even teach you enough to nail a history qualification on the side. Which is always a nice bonus. Stephen Daultrey

Brothers... *gets armed on February 25th.*



FLANKS FOR ASKING: Get straying round those bushes to surprise the waiting Nazis.

PIN BACK: Pin down and then out-flank these Nazis – you can't do it alone.

PSM RECKONS

► A unique first-person shooter that looks to have translated well to PS2. It's gritty, tense and engaging, with an intuitive interface. Some may find it overly PC-like due to its reliance on tactics and realistic targeting, but you can't fail to be impressed by its detail. Better than *Medal of Honor*? Almost certainly. *Call of Duty?* Verdict soon...

THINK IT'S: Squaddies have 'basic training' to aid their decisions.

PACIFICALISM: You see that house? It's still there ya know...

HOUSE TO HOUSE: Progress is slow and careful. Only death is swift.

ZOOMED OUT: Hitting anything in this view is near impossible. Deliberately.

ALLIED ASSAULT

"It's like real-time action chess," Gearbox's head Randy Pitchford told us of *Brothers In Arm*'s multiplayer games. Each Sarge gets control of his own AI-controlled squad, so in team play, one player can command the assault team, the other the fire team. Plus with all those flanking manoeuvres going on from either side, things can become very tactical. And it's all online too. Sounds good? Thought so.

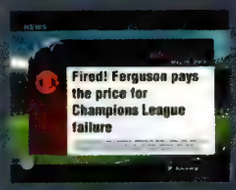
COMMAND AND CONQUER

Issuing commands to your troops couldn't be simpler. Select between your fire and assault teams with the D-pad, and then use L1 to set where you want your boys to run to/attack. The level of AI is so sophisticated too, that they all behave and react exactly like real soldiers might've done. Likewise, the enemies respond realistically to your actions and tactics. It's like being a real army general. But much safer.

STOP PRESS!

UEFA Champions League

Publisher: EA Developer: EA ETA: March 2005



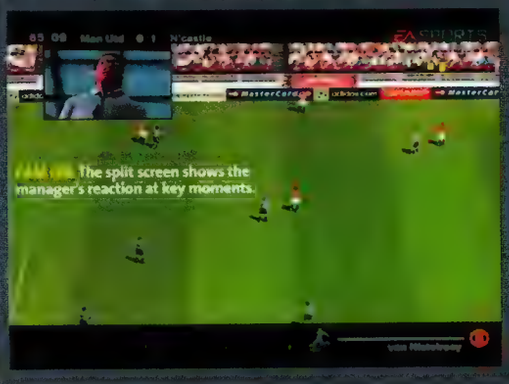
RED VAN MAN: Van Nistelrooy shows off the tweaked 'First Touch' system.

Graphics? Good, but, no. Commentary? Fluid and accurate, but once again, no cigar. Gameplay? *Seriously*... no. There's only one aspect of football that *Uefa Champions League* gets *exactly* right – the fact that two people can see the same game and come to wildly differing conclusions.

From EA's point of view – and, we can only guess, the tens of thousands of footy mad punters who'll eventually shell out £40 – *UEFA Champions League* has much to offer. All the teams from this year's competition, plus every club from Europe's top divisions, from Portsmouth to Bordeaux. There's the stirring 'dum, dum, DUM, DUM' Champions League anthem, plus lots of exciting footage of David Beckham snarling in a Madrid shirt. The match screen's been fitted with an 'atmospheric' black border to reflect the televisual feel, while split-screen cuts reveal angry manager reactions – good stuff.

EA might boast that the commentary from ITV's Clive Tyldesley and Sky's Andy Gray is the best ever – it probably is – and that the Talksport-endorsed phone ins during the menus (you can hear 'real' punters talking to Patrick Kinghorn and Tony Cascarino about your last game) are genuinely immersive. The Season mode – see The Story Begins on your right – creates genuine tension, and you can create your own tournaments (like the Premier League) from scratch.

Of course, you *could* say this is just *FIFA 2005* – with an OKish new free kick system – cynically rehashed with a plebdazzle of cosmetic (and press release-friendly) options to fleece hapless punters. The truth – as is the case when different managers spout contrasting nonsense about the same game – lies somewhere in the middle. Get the final score in *PSM2*'s tough tackling review, soon.



The split screen shows the manager's reaction at key moments.

THE STORY BEGINS

You don't just play through the conventional Champions League – oh, no – the Season mode lets you take part in a footballing soap opera. EA claim – incorrectly actually, since <pushes glasses up nose> there was a story mode in Konami's Japanese version of *Jikkyou World Soccer* on PS2, or, before that, <shakes head slowly> *Libero Grande* on PSone – that this is the first footy game with a plot. Either way – you need to steer a team of your choice to cup glory, while battling against an impatient chairman in a situation that *in no way* resembles Roman Abramovich at Chelski. You need to complete fifty (invariably football-themed) challenges to claim the trophy. For example, your first game places you in a win-or-bust league game for the fourth Champions League spot – lose and it's instant Game Over. Other challenges include playing your first XI against your reserve team in training, some transfer market wangling and various key league matches – with every goal, corner kick and penalty rewarded/penalised with bonus points to encourage repeat play and unlock neat extras. Bonus items include a gravity-defying beach ball, third kits, invisible walls around the pitch and a smiley ball. We're not sure how involving – or ultimately cosmetic – the Season mode will prove, but it's a decent attempt to innovate and add value. Clive.

"MUCH TO OFFER? OR JUST FIFA 2005 WITH A PLEBDAZZLE OF COSMETIC OPTIONS?"

Publisher: Sega
Developer: AM2 ETA: February 2005

SUPER MONKEY BALL DELUXE

Gamecube's most addictive title heads for PS2 in a mega value compendium. This is games as they should be – fun, accessible and monkeyed-up. But how does it compare?

ANTICIPATED FEATURES
- New challenge modes broken up into three difficulty settings – beginner, advanced and expert.
- 300 stages including 114 from *Monkey Ball*, 140 from *Monkey Ball 2* and 46 new *Deluxe* additions.
- Multiplay for up to four players, with minigames including Monkey Football and Monkey Tennis.

As publishers continue to chew out hollow promises about 'industry-setting standards' and 'emergent AI', *Super Monkey Ball* revels in its gleeful straightforwardness. Sealing a monkey inside a perspex ball and rolling it down a hill is pure *entertainment* and developers AM2 have no pretensions otherwise. The premise is simple; guide a ball (containing a monkey, natch) through a series of progressively treacherous environments. There are no mission objectives, nor are there lengthy cinematic cutscenes between levels – it's just you, an analogue stick and a primate encased in a globe taking on the harsh world.

It plays like ancient arcade nonsense *Marble Madness*, only you control the environment itself as opposed to the titular anthropoid-in-a-sphere. Each course presents a different problem, so one level could involve simply nudging the ball past a hole, while another might involve a complicated twisting path, then a hole, then a moving platform followed by a corkscrew and a tunnel, then... well, you get the idea.

What it lacks in complexity, it more than makes up for in scale. The game combines levels from both Gamecube iterations of the series, as well as a bevy of *Deluxe*-only stages. This marks the total up to a dizzying 300, meaning you'll only reach the end if you're particularly adept at simian-nudging. *SMBD* is, at its core, two-games-in-one-and-then-some. Excellent value for money.

As a single-player experience, *Super Monkey Ball* is a little bit limited – you won't play it for any great length of time because of boredom and, quite frankly, sheer frustration – but with mates it's a different story. Minigames like Monkey Target are achingly moreish and you'll be jostling for the pad like a cold man in a scarf shop. Like *Singstar* or *EyeToy*, the game appeals to everyone. Everyone understands it, everyone can get to grips with the controls and everyone wants to feel *just like* a monkey trapped in ball. *SMB* provides that thrill.

You can't really go wrong with something as deliciously playable as *Super Monkey Ball*. Basic but beautiful, it brings a much-needed ray of sunshine to PS2 land and, with friends, it's like a neverending gaming summer, even in these harsh winter climes. **Andrew Kelly**

Get ready to Monkey *around sometime this February.*

PARTY HARD

There are 12 minigames in *Super Monkey Ball Deluxe*. One of the best has to be Monkey Golf, which is an arcade golf sim wherein the ball is replaced by... well, a monkey in a ball. Then there's Monkey Target, a *Pilotwings*-style land-on-the-target-for-points thing, and Alan Partridge's favourite, Monkey Tennis. There's even a racing game similar to *Mario Kart* in there. Then there's Monkey Bowling and Monkey Bash, where you compete with four others to send each other hurtling from a platform. Each are magnificent multiplayer laughs.

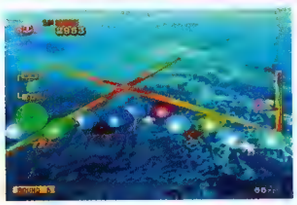
"EVERYONE WANTS TO FEEL LIKE A MONKEY TRAPPED IN A BALL"

PSM RECKONS

It could be PS2's best party game – behind the madcap veneer, it's as addictive as *PES4* or *'Splitters*. Despite talk of PS2's analogue stick 'dead zone' killing the twitchy feel, there's little difference between this and the Gamecube version. The only minor quibble is the visuals, which are currently slightly lower-res than its GC incarnation.

"THERE ARE 300 LEVELS SO YOU NEED TO BE ADEPT AT SIMIAN-NUDGING"

BALL BREAKER: Monkey Football is simplistic yet achingly addictive.



CRASH THE PARTY: one of the glorious multiplayer minigames in action.

STORY TIME

Monkey Ball has a hilariously hackneyed 'plot' backing up the action that you're better off ignoring. The story begins with AiAi, a playful monkey living on Jungle Island, eating bananas with his girlfriend, MeeMee, until one day a dark shadow appears over the isle. It's the evil Dr Bad-Boon <cough> and he's going to... look, safe to say, the plot is bananas. A ha ha ha ha. *Hi-larious*.

NEW DIFFICULTY LEVELS

Monkey Ball on Gamecube was notoriously unbalanced as far as difficulty goes. But this one has a new challenge mode that takes you steadily through each difficulty level, only progressing when the computer considers you good enough to. Phew..

STOP THE PRESS!

REAL MEN: Rugged, macho blokes who like beer, cigars and fighting 100ft alien trifles.

NEO SIGNS!

NEO CONTRA

Nothing to do with The Matrix (beyond coincidences such as a risible plot and godawful blithering), *Neo Contra* is actually just a 'new' *Contra*. The old *Contra* was a 2D shooter built to show off the Mode 7 scaling abilities of ancient Nintendo system the SNES, and was well loved. Here it stays true to the original scrolling nature while moving everything into 3D – so true, in fact, that the change affects little but the visuals. All else remains the same as ever. One for the nostalgists, then?

Certainly one for the patient. The old-school gameplay means that a single hit is fatal and it's three strikes and you're out. Game over. With relentless attacks coming from everywhere – plus huge boss battles – staying alive is a severe challenge. We're not convinced that the switch to 3D was necessary or that such unforgiving gameplay is still valid today, but rose-tinted spectacles seem to help. Plus it's got an intro that would be a genius comedy spoof of macho sub-Rambo heroics – if only it wasn't, sadly, totally serious.

BEASTLY!

ALTERED BEAST

Straight out of Sega's back catalogue comes the old Megadrive classic *Altered Beast*. OK, by 'classic' we mean 'slightly crap', but it's coming back anyway, so get used to it...

You play as a military operative, sent in to quell an outbreak of genetically mutated miscreants (think *Resi Evil*). But our hero's got a secret lurking within, because, yep, he can transform into a number of death-delivering beasts. At the touch of a button you can turn into, say, a werewolf and dish out some bloody slaughter. There are eight monsters that you can become as the game goes on, ranging from dragons to minotaurs (the part-bull, part-man mythical creature).

We've seen mutants torn in half, hundred-foot long rats lurking in dingy sewers and it all adds up to possibly one of the most horrifying gore-fests on PS2. We're looking forward to churning our guts up soon, so check back next month for more info. It could be a beast of a game.

PSP: WE'VE GO

► The Japanese machine is here and the UK launch line-up is shaping up nicely. Dive in for the full scoop on gaming's next big thing.

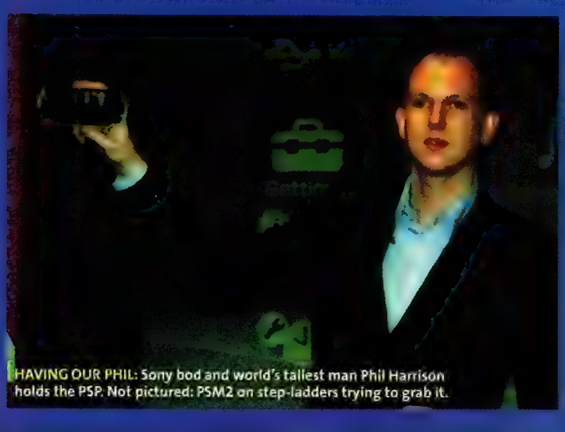
"Come over to London for a big PSP event!" the Sony rep hollered over the phone. "Brilliant!" we hollered back. "But what's with all the hollering?" "Because it's a first look at a bundle of PSP UK launch games and it's amazingly exciting!" was the returning holler. We'd have carried on hollering, but the combination of Japanese machine arriving in the office and official 'UK announcement' at Sony HQ was all a bit too much for us.

And so, on Thursday the 9th of December, 2004 we pegged it to Sony Euro HQ to see their Executive Vice President of Development (and tall guy) Phil Harrison lift the UK lid on a machine that we know well already – the PSP.

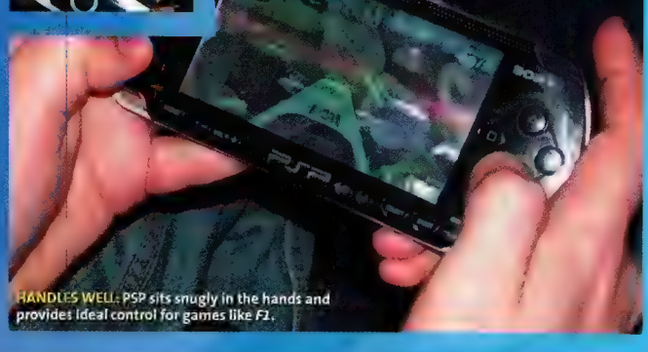
"It's equivalent to a PS2 quality experience, but in the palm of your hand," boasted Phil, holding one aloft and running a game for the first time. We maintained our healthy scepticism for about another two minutes before it was blown away by two things. The first was *Ridge Racer* on PSP and the other was his demonstration of the PSP's movie playback. It wasn't grainy-looking, the sound wasn't tinny. It was, instead, of flabbergastingly good quality: sharp, clear and precise. In fact, the only downside was that they'd chosen the godawful Resident Evil flick to show it off.

Now, we'd been all geared up for major announcements that day, specifically regarding PSP's price point and release date. But no. "Please don't ask me about prices or on-sale dates," Harrison said, like a man who knew all the answers but wasn't telling anyone juuuuust yet. "Today is all about the games." No price? No launch date? You could feel the audience deflating. And where were the announcements as to the first raft of music and film titles to be released on the new (not-compatible-with-any-other-device-but-PSP) UMD format disc?

The remainder of the lecture focussed on the news that you'll be able to play your own music during gameplay by uploading tunes via the memory stick, and the announcement of a new cops 'n' cars game with the dire name of *Pursuit Force*. We were treated to a video clip of it, and, for a fleeting moment we thought they were foisting *The Getaway PSP* on us, before we took in the slightly more arcadey and American drive 'n' shoot, real-time living city stylings. Rest assured, we'll bring you shots and footage of this still-secret new game as soon as we can.



HAVING OUR PHIL: Sony bod and world's tallest man Phil Harrison holds the PSP. Not pictured: PSM2 on step-ladders trying to grab it.



HANDLES WELL: PSP sits snugly in the hands and provides ideal control for games like *F1*.

PSP TECHSPEAK TOURBUS... WITH KEN KUTURAGI

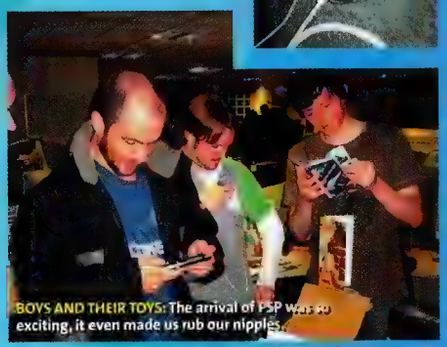
THIS MONTH... 802.11B Networking

"Hello, peeps, Ken here! As you may be aware, I've left my 'House of the Future' to tour the UK in Sony's Cell chip-powered super bus – the toilet flushes faster when you link it to 18 prototype PS3's. I think – where I stop at areas of low education but high natural beauty to explain complicated PSP tech speak in plain English. Makes you wonder why they didn't just call this column 'Techspeak', eh? Pedal to the metal! Ken rules the left lane! Er... Flush!

This month, I'm in Great Yarmouth to explain 802.11b networking – a connection system that allows PSPs to 'talk' to each other without wires. How? It's a bit like using Walkie-Talkie's – the PSP's simply transmit high frequency radio waves to each other, allowing you to share info and play link-up multiplayer games (like on the internet). The 802.11 format runs at 2.4GHz and transfers about seven Megabits of info per second. And it works at a distance of 30 metres (indoors) and 120m (outdoors).

Next Month: Ken explains the combustion engine to a group of bottle-wielding youths at Portsmouth harbour.

UNDER THE RIDGE: Ridge Racer's packaging. You'll be holding it soon. Be excited.



BOYS AND THEIR TOYS: The arrival of PSP was so exciting, it even made us rub our nipples...

...T IT!

And with a final "thanks for coming" and a few more "no comments" about price and launch date, it was on to the games. Each was housed in its own room, and – with one exception – we bagged a lengthy hands-on with each. Here's how they're shaping up...

PSM RECKONS *The future looks bright. Sony Europe are clearly aiming to improve the situation that affected the UK PS2 launch – when only* TimeSplitters *bolstered the unfortunately damp squibs of* Tekken Tag Tournament *and* Ridge Racer 5.

These nine games are Sony's first-party effort to make PSP a success in Europe and will most likely be joined by another nine or so titles from third-party publishers (EA, Eidos, Activision etc) to give a broader (better?) range come that launch date, tipped to be Monday 25th March.

Of these nine, we're more excited than a child on Christmas Eve about Ridge Racer *and* Ape Academy, *and if there's any justice,* Wipeout Pure *will be right alongside them. There's a heavy balance towards vehicle games right now, though and we await news of a decent character-action game. And* Football *needs to be rebuilt, though that won't matter once* Pro Evolution Soccer PSP *(which our spies describe as being like* PES2.5*) hits.*

There's no doubt that PSP will be a hugely desirable bit of hardware. Dev kits were only sent out to programmers in July, and if, in only six months, Namco can come up with something as glorious as Ridge Racer, *then who knows what can be done a bit farther down the line? We're excited. You should be too.*

RIDGE RACER

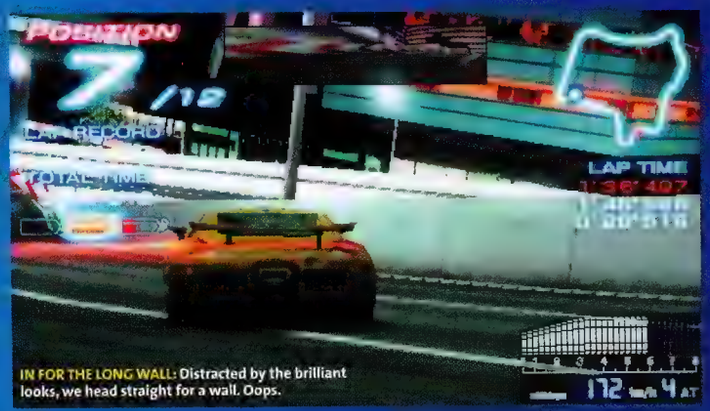
Looking as good as a fry-up after a skinful, *Ridge Racer* proved to be the undoubted highlight of the day's PSPathon, as all the journos clambered over each other to get a go. Only one track was available, but it played beautifully well, with the new powerslide trick (press ◎) working – dare we say it? – better than the equivalent in *Burnout 3*. Sliding into a 360 degree turn round a corner and then using the new Nitrous ability to hurtle past your opponents is a terrific rush. And we can't wait to get to grips with the eight-player mode on WiFi. We played it with just two players and even that descended into a battle of egos over who could do the most extravagant powerslides and still emerge the victor. Packing 24 circuit highlights of the entire *Ridge Racer* series – note the name change from *Racers* in Japan to just *Racer* over here – all your favourites are on board (including the previously arcade only Rage Racer track) this will be an essential launch-day purchase for new PSP owners.

"A TERRIFIC RUSH – THIS WILL BE AN ESSENTIAL LAUNCH DAY PURCHASE FOR NEW PSP OWNERS"

TUNNEL VISION: Speeding through tunnels is something you'll do a lot of.

BRIGHT SPARK: Sparks trail behind as you drift round corners. It's just too gorgeous.

ALL A BLUR: Ah, motion blur. *Ridge Racer PSP's* got it all, really. Including a banging retro-rave soundtrack.



IN FOR THE LONG WALL: Distracted by the brilliant looks, we head straight for a wall. Oops.

BIG CITY NIGHTS: The city at sunset. It's all too beautiful. Sniff.

GIVE IT A BOOST: The bar on the left represents your Nitrous level.

ORDER YOURS NOW!

UK... online shop... PSPs. Already...

Make sure of... you PSP on... day? Go to... shop... .co.uk/... e/product/... [illegible] and you can... £179.99 inc... t now... ay will arrive... rrenz... price is...

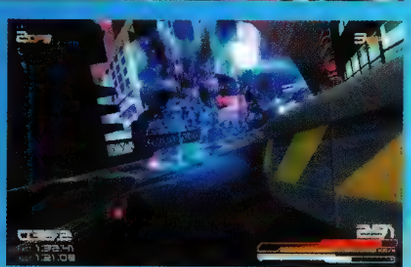
WIPEOUT PURE

With every new Sony machine comes a UK-developed *Wipeout*. It's hard to call this one, as we only got to play it for about a minute before Sony snatched the PSP from our sweating grasp to whisk us off elsewhere. Call us cynical, but this made us suspicious that something just below the surface sheen was being hidden before we could unearth it. But then, we can't say there were any problems with the four-player WiFi

It's slick, smooth, undeniably gorgeous and inspired the same competitive nature among racers as that between two starving wolves faced with a single chicken leg. There simply doesn't seem to be any that this shouldn't be brilliant, because – on this brief glimpse of gameplay – it certainly was. So perhaps we're just being paranoid about being deprived of a lengthy sesh. And if the new crafts, tracks, VR Mode and

HE'S BEHIND YOU: As ever, being attacked from behind is a common occurence.

A GOOD TURN: Cornering while coming it at high speeds is incredibly hard and requires practice.

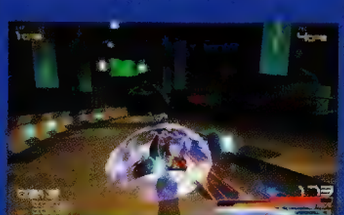


QUENCH YOUR FIRST: This is the first-person viewpoint. It's very pretty, but it's hard to see what's on to the side.

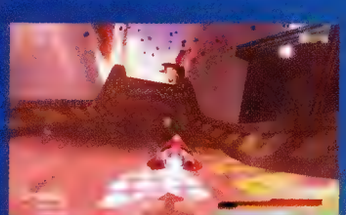
"INSPIRES THE SAME COMPETITION AS THAT BETWEEN TWO WOLVES WITH A SINGLE CHICKEN LEG"

race that we played. Far from it, in fact; it seemed to be *Wipeout* back to something approaching its best.

work as well as they should, there's no reason for *Wipeout Pure* to be anything other than brilliant.



SHIELD GOOD: The shield, as ever, provides limited protection from your opponent's missiles



RAMP IT UP: Ramps leading to jumps of dizzying heights are common. Don't get vertigo...

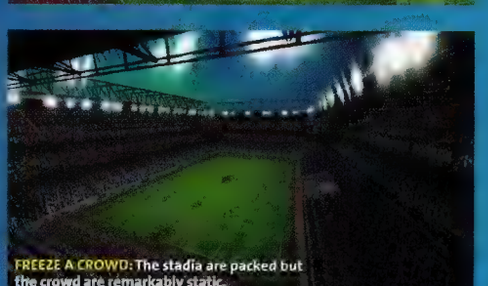
ON THE QUIET: A rare moment of peace lets you bask in the beauty of your surroundings.

FOOTBALL

'*Football*' they're calling it. Clever eh? Despite the ingenious rename this is still clearly *This Is Football*. It's running from the same game engine, is by the same developers and has the *TIF* logo plastered in-game. But you could equally refer to is as *This Isn't Football*, because – on this evidence – it's a bit rubbish. At the moment, it's horribly jerky, so much so that aiming and timing your tackles is nigh on impossible. Fortunately this isn't too much of a problem, however, as you can waltz through the AI's defence and score pretty much at will. Given that he can do the same, though, matches have a tendency to finish with ridiculous scores like 8-6. And we weren't best pleased at being forced, in this early version at least, to play as either Portugal or Argentina.

Football, we're assured, is only about 60% complete, but right now it needs about another 70% of work on it before it'll be any good. As it stands it was the worst game we saw on the day, by a long chalk. Right now, we're looking towards *PES PSP*. Sorry.

STADIUM OF SHITE: Yep, it's a stadium. Looks nice. Game's a load of rubbish right now, though.



FREEZE A CROWD: The stadia are packed but the crowd are remarkably static.

LOAD OF BULL: It's the monkey matador. Time to get out of the way, we reckon.

APE ACADEMY

Sparkling genius of the highest order, proving that the designers of *TimeSplitters* were right – monkeys do indeed add a vital new dimension to any game. *Ape Academy*'s a spin-off from the *Ape Escape* titles. It's a series of minigames and here's a simple list of the some of the things that you do: balance a pile of 10 monkeys on your head and cross a windy valley without them falling off; play Paper, Scissor, Stones in outer space with spacesuit clad monkeys holding ray guns firing paper, scissor or stone-shaped lasers; protect a chimp (from an infinite hail of spears); play air hockey (but with monkeys); go 10-pin bowling (but with monkeys); play golf (but with...well, guess); race a one-metre monkey sprint; play a rhythm-action bit with a parade of chimps hokey-cokeying around a camp fire... and that's just the shallow end of it all. And it's presented by a giant yellow monkey with pink stars stuck over his nipples. If the thought of all this doesn't get your inner child skipping with excited glee (especially the idea of indulging in it all via four-player WiFi – and some games can be played by two people on one machine) there is, frankly, something wrong with you. The most insane game of the day and simply brilliant.

"PRESENTED BY A GIANT YELLOW MONKEY WITH PINK STARS STUCK OVER HIS NIPPLES – BRILLIANT"

CUT TO THE QUICK: The one-metre sprint is the fastest bout of button-bashing ever.

EH... Not sure, but this might be a Virtua Cop shoot the monkeys on the street' kinda game.

HMM... Not sure what this is either. Monkey gymnastics? We've not played these bits, I see...

OH, FOR FU... The only thing you can be certain of is uncertainty. Anything can happen and does.

THE JAPANESE LINE-UP

For the sake of completeness here's every Japanese game announced so far. It's not clear which will be fleshing out the UK launch line-up in March 2005 but it's safe to say that Mah Jong probably won't feature...

LAUNCH DAY 12/12/04

Lumine	Publisher: Bandai
Vampire Chronicle: The Chaos Tower	Publisher: Capcom
Hot Shots Golf (aka Everybody's Golf)	Publisher: Sony
Ridge Racers	Publisher: Namco
Armoured Core: Formula Front	Publisher: From Software

FOUR DAYS AFTER LAUNCH 16/12/04

Mah-Jong Fight Club	Publisher: Konami
Dynasty Warriors	Publisher: Koei
Metal Gear Acid	Publisher: Konami
Kollon	Publisher: Cyberfront
Doko Demo Issyo	Publisher: Sony
Mojipittan	Publisher: Namco

A WEEK AND A HALF AFTER LAUNCH 22/12/04

The Gagharv Trilogy	Publisher: Bandai
Mahjong Taikai	Publisher: Koei
Puzzle Bobble Pocket	Publisher: Taito
AI Series Mahjong	Publisher: Marvelous Interactive
AI Series Shogi	Publisher: Marvelous Interactive
AI Series Go	Publisher: Marvelous Interactive

RELEASED ON 24/12/04

Puyo Pop Fever	Publisher: Sega

RELEASED ON 30/12/04

Ape Escape Academia (aka Ape Academy)	Publisher: Sony

COMING EARLY 2005

Ys VI: The Ark of Napishtim	Publisher: Konami
Dead Aggressor: Soukyuu no Fafner	Publisher: Bandai
Ren-Goku: The Tower of Purgatory	Publisher: Hudson
Mobile Train Simulator + Densha De Go! Tokyo Kyuukou Edition	Publisher: Taito
Popolocrois Monogatari	Publisher: Sony
Generation of Chaos IV: Another Side	Publisher: Idea Factory
Tiger Woods PGA Tour	Publisher: EA
Need For Speed Underground Rivals	Publisher: EA

WRC

It's *WRC* but on a smaller screen, basically. You'd be hard-pushed to notice anything that's changed between this and the last PS2 version from a few months back. It doesn't look as good, (though still pretty swish), but other than that, it's essentially the same game. It all handles very responsively indeed, although even the developers admitted that the D-pad is, at present, preferable to the slightly-fiddly analogue stick – a tuning problem that plagued the early PS2 *WRC* games. Indeed, everyone we saw, for every game, tried the stick and quickly moved back to the pad. The PSP's stick – in this game at least – just didn't feel right with not enough 'throw' on it to accurately represent the gamut of steering on a rally car.

When we reviewed *WRC4* on PS2, we both praised and criticised the (inconsistent) car damage but we were disappointed to see it hadn't yet been implemented in this version. At present it's – predictably – *WRC*, the same as it ever was. It's fast, it's smooth, it's got 30 cars and all 16 official rallies on board, and, when they tweak the stick handling properly, it should drive well too. If you liked it on PS2, the final PSP version should be identical – but much more portable.

NEED SOME DIRECTION: As ever, your co-driver barks orders about which direction you should turn in.

THE ROAD TO HELL: Even the simplest tracks are fearsomely tricky to negotiate.

BRIDGE OVER TROUBLED WATERS: Although you can't smash through the barrier and ditch into the drink. Shame.

SPECS APPEAL

You want maximum Beelzebub? You got it

Product Name: PSP™

Colour: Black

Dimensions: Approximately 170mm (W) x 23mm (H) x 74mm (D)

Weight: Approximately 280g (including battery

CPU: PSP CPU (System clock frequency 1 - 333MHz) Embedded DRAM 4MB

Display: 4.3 inch 16:9 Wide screen TFT LCD 480 x 272 pixel, 16.77 million colours Maximum luminance 180 / 130 / 80cd/m2 (when using battery pack) Maximum luminance 200 / 180 / 80cd/m2 (when using AC Adaptor)

Sound: Built-in stereo speakers

Input/Output: IEEE 802.11b (Wi-Fi)

USB 2.0 (mini-B)

Memory Stick PRO Duo™

IrDA

IR Remote (SIRCS)

Main Connectors

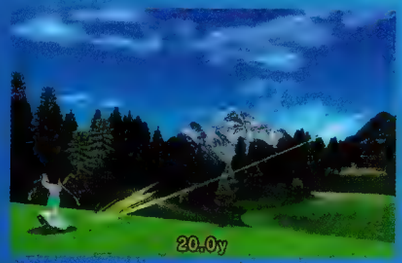
Memory Stick Duo™

USB connector

DC OUT connector

DC IN 5V connector

Headset connector



FORE PLAY: Actually, you can't shout 'fore', but you can see your shots from a series of different camera angles.

IN A SPIN: The red dot at the bottom right is your spin meter and on the left is the club you're currently using.

EVERYBODY'S GOLF

If you've played *Everybody's Golf* (known as *Hot Shots Golf* in the US) on PS2 – or even PSone – you'll be familiar with this as, so far, it's not exactly showing any signs of being a great deal different. Cutesy Japanese-style golf that you'll probably scoff at, with cartoon boys and girls (whose hair and outfits can be customised to your own sense of style) strolling winsomely across the grass and cheeping encouragement (and occasionally insults) at each other. Sounds rubbish (and will doubtless have limited appeal over here) but it's as fun and immeasurably playable – although perhaps a tiny bit too simple – as it always has been. It's a gentle stroll among the rest of PSP's high-octane content that plays a solid game of golf into the bargain. One new trick is a line above the shot-power bar that shows you the exact shape of the terrain ahead of you, letting you judge just how the ball's going to roll when it lands. Other than that, we suspect all will remain the same, unless the developers have some mysterious plans to introduce an unlockable series of rocket launchers. Unlikely. Still, it's a good choice to bring to PSP, we reckon, as *Everybody's Golf* makes an excellent as a 'half an hour on the train' game. Don't dismiss this one.

"IMMEASURABLY PLAYABLE – A GENTLE STROLL AMONG THE REST OF PSP'S HIGH-OCTANE CONTENT"

TEE TIME: Getting off to a good start is crucial for success in *Everybody's Golf*.

MUSICAL YOUTH: The note symbol there means you've officially played a Nice Shot.

MEAN GREEN: Looks like a tricky green to land on. Watch out for the bunkers at the side.

FAIRWAY TO HEAVEN: It's all really good fun. Golf just works on a handheld. Don't ask why.

FIRED UP

Uh-oh. Just who is it that makes the Sony London team come up with these cars-with-rockets games every time they need to promote 'online gaming'? And couldn't they just tell them to get stuffed? Welcome to yet another bland vehicle-based shooter. Grab a tank or a jeep and trundle round a series of cities blowing up enemy motors. It's largely the same game as non-event *Hardware* (now being given away free to get people at least playing *something* online on PS2).

That said, fast eight-player WiFi looks like being a slight saving grace. Motoring around the cities blowing each other up is quite good fun, but even then, only quite. Right now, the cities are poorly designed and hard to navigate, the vehicles float around as if they were airborne, the aiming system isn't right and you can get your car stuck in walls. This needs sorting out for *Fired Up* to be worth cash. We reckon Sony may have big plans for this as, if you squint hard, it looks a tiny bit like *GTA*. How about giving it away free with PSP instead?

CRASH AND BURN: The destruction looks quite nice but it all plays a bit forgettably.

JEEP THE BENEFIT: The tanks are powerful, but slow. You're better off sticking with the jeeps.

PSP: WE'VE GOT IT!

Power: Lithium-ion Battery AC Adaptor

UMD Drive (Read only): Profile PSP Game

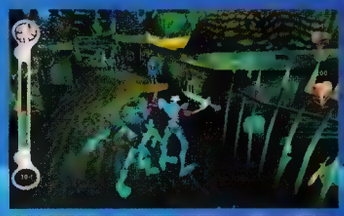
UMD Audio (profile name TBD)

UMD Video (profile name TBD)

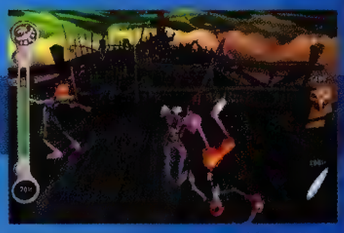
Codec: Video: H.264 / AVC MP Level3

Audio: ATRAC3plus™, MP3

Wireless Communications Infrastructure mode: Ad hoc mode (connection up to 16 consoles)



BONEY THEM: Batter the skeletons a bit until they collapse and go back to the grave.



GET ON BOARD: Every month, same joke. Anyway, it's a level set on a boat. Exciting, eh? Oh.

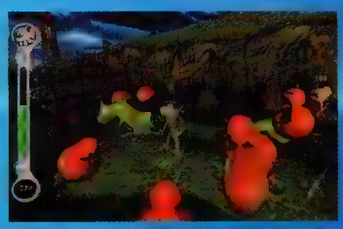
MEDIEVIL

The problem with resurrecting old franchises is that – unless you choose one carefully and time the relaunch to perfection – they've often gone mouldy in the meantime. *Medievil* is one such case. On PSone, it was a nice-looking but ultimately-bland cartoon adventure. And the fact that it bypassed the multi-million selling PS2 altogether must indicate a lack of faith in its pulling power. Well, perhaps more through 'ease' than 'desire' it's back – and just the same on PSP.

Medievil follows the adventures of resurrected comedy skeleton Sir Daniel Fortesque as he wanders around and hits things with his sword. It even sounds like an old platform game. That said it's beautifully presented – there's some fabulous comic cut-scenes, and Tom Baker provides a stirring voice-over, similar to those he provides for Little Britain on the BBC. "The graveyard," he intones. "I wouldn't dig graves in my yard. Ruins the ambience." However, the game itself is every launch line-up's underwhelming platform-adventure with yawnsome combat and seen-it-all-before item collection. There's even an unwieldy camera that takes delight in whirling around at the wrong moment to complete the old-fashioned flavour. (Though you can right it again at a button press. Still annoying, though.) Ultimately, *Medievil* looks OK but as the version we saw was practically finished, it almost certainly isn't going to set you alight. Let's all write begging letters for *Ratchet PSP*.

"AN UNDERWHELMING PLATFORM-ADVENTURE WITH YAWNSOME COMBAT AND UNWIELDY CAMERA"

SKELETON FLEE: Not the scariest of skeletons, Fortesque. Everyone tries to fight him, in fact.



PLANT PROBLEMS: A bunch of evil weeds attack our noble undead hero. Kill them all.

UK LAUNCH UPDATE

2.Months,12.days,11.hours

Still no price. Still no date. At least there's some games. Sort of.

Despite letting us play nine games Sony wouldn't even confirm they'd be available 'at launch', instead describing them as available in the "launch window" ie, up to a couple of weeks later. Still, here's what we anticipate will be sharing shelving with UK units soon after launch.

Also expect around ten music titles (ie, CDs but on UMD) and ten movies (DVDs but on UMD) to be announced too. How much? Sony aren't saying but expect them to be cheaper than their full-size counterparts in order to get the new format rolling. £8.99 for music and £14.99 for movies seems likely, with games weighing in at a full-size £29.99.

Ridge Racer	Publisher: Sony
Everybody's Golf	Publisher: Sony
Medievil	Publisher: Sony
Ape Academy	Publisher: Sony
Wipeout Pure	Publisher: Sony
Football	Publisher: Sony
World Rally Championship	Publisher: Sony
Fired Up	Publisher: Sony
Formula One	Publisher: Sony
Armoured Core: Formula Front	Publisher: From Software
Dynasty Warriors	Publisher: Koei
Puzzle Bobble Pocket	Publisher: Taito
Puyo Pop Fever	Publisher: Sega
Tiger Woods PGA Tour	Publisher: EA
Need For Speed Underground Rivals	Publisher: EA
Mercury	Publisher: TBC

SECOND WAVE

Metal Gear Acid	Publisher: Konami
Gran Turismo 4	Publisher: Konami
Colin McRae Rally	Publisher: Codemasters
TOCA Race Driver 2	Publisher: Codemasters

COMING NEXT MONTH

We review the Japanese launch line up and take the machine apart – literally. We've got our Fisher Price tool kit geared up and ready. There'll also be the latest news on the UK launch line-up and maybe, who knows, Sony will have some details as to the launch date and price point? Whatever you do, don't miss it.

FORMULA ONE

More cars? Yes, of the nine games Sony showed off, five were racers. Formula One buffs will relish the idea of taking the most complex autosport of them all on the bus but may baulk at the arcade-style handling this first PSP F1 game proudly exhibits. It's a far cry from being the 'serious driving simulator' we're used to. You can basically just put your foot to the floor and go, aside from a spot of light breaking on the hairpins. There aren't even any manual gears, just automatic. Apparently they did 'research' that suggested fans weren't bothered. Hmm. Still, it's officially licensed, so all the correct teams and tracks are there – Silverstone pending. How realistic is that?

One thing that sounds fun – although we didn't get to see it – are the 'interactive competitive pitstops', in which, should two players enter the pits together (there's up to eight players together on WiFi again), they can fight it out to see who can be out quickest, by choosing and fitting tyres, repairing the engine, etc. For once in F1 games, the player does everything that happens in the pits, rather than it being automated, though whether this is going to slow everything down too much remains to be seen. *F1* is fun, but is that all that Formula One fans want?

A WINNING FORMULA? *F1* looks fun, but won't please the racing purists too much.

AND THEY'RE OFF: The starting grid, as viewed through one of the fancier camera angles. Hard to race like this, though.

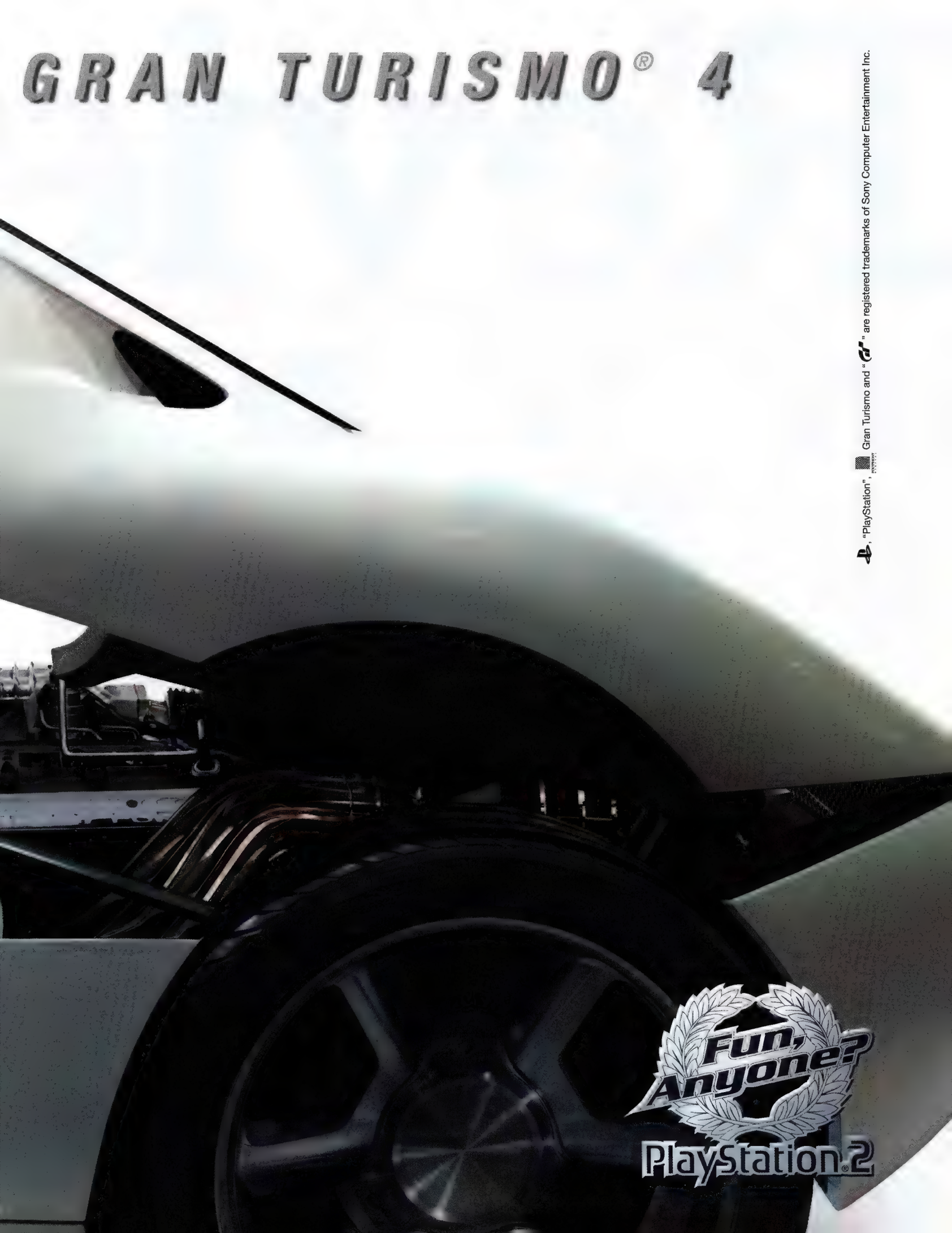
IT'S YOUR TURN: Like *WRC*, the game tells you what direction to turn at the upcoming corners.

GET READY FOR

GRAN TURISMO® 4

THE REAL DRIVING SIMULATOR

GRAN TURISMO® 4



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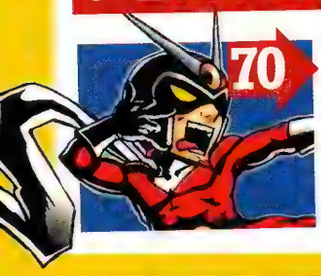
Fun, Anyone?

PlayStation®2

"TAKES THE BISCUIT, UNWRAPS IT AND EATS IT MOCKINGLY BEFORE A CROWD OF STARVING CHILDREN." MIAMI VICE PAGE 78

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS



70 VIEWTIFUL JOE 2
More rock hard martial arts, puzzling and platforming from Capcom's maddest import. Open your mind and give it a shot...

72 CAPCOM FIGHTING JAM
Not a tussle with a jar of fruity preserve, rather another beat-'em-up. Is this any good? No punches pulled verdict ahead.

76 SONIC MEGA COLLECTION
A collection of retro (hedge)hogwash that will appeal to some, but leave others cold. The golden age of gaming? Truth awaits.

You want more?!
We've got reviews of Lemony Snicket's (68), Spongebob Squarepants (79), Dancing Stage (79) and The Chronicles Of Riddick on DVD (80). **Ready? Dive in.**

WELCOME...

DAN G

You'll have probably noticed that there's a distinct lack of games for review this month. This is what we like to call the post-Christmas lull. Don't worry, things will pick up soon - but for now you'll have to make do with a handful of decent games and a truckload of sub-average, barely-playable tat.

That's the way it goes in games. You can't expect developers to churn out killer titles every month. That's why we have to make do with shelf-filler like the dreadful *Miami Vice*, one of the lowest-scoring games we've ever had the displeasure to wrestle with. It really is terrible, and arouses our worst fears that cynical publishers will bosh out any old tat as Sony's recently redesigned console reaches its sunset years. What's the problem?

Are developers getting lazy? Are we getting more cynical as time goes on? A little bit of both, perhaps. Still, at least we can seek solace in the likes of *Mercenaries*, *Shadow Of Rome* and *Viewtiful Joe 2*. Glimmering beacons of hope among a shitstorm of... well, *shit*. That's the unspeakable truth. The things we think but do not say. So publishers; don't be afraid to try or – God help – *innovate*. That'd be lovely, ta.

PSM2 GAME OF THE MONTH

HUGE REVIEW! ► PAGE 62

MERCENARIES

Game: £40. Carnage: Priceless.

PLAYING PS2 LONGER, HARDER,

► DANIEL GRIFFITHS
EDITOR: As part of a foolish dare, Dan agreed to swallow a handful of bees while posing for this photograph. Moments later, his mouth exploded with buzzing death beasts. Horrid.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Mercenaries*

► DANIEL DAWKINS
DEPUTY EDITOR: Dan purchased a crushed velvet suit this weekend. He was strutting around town like he owned the place when a group of yobs stole his trilby. Poor lad.
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *Shadow of Rome*

► DAVID COOK
PRODUCTION EDITOR: Dave doesn't actually exist. Using a complicated system of mirrors, pulleys and ropes, crooner Peter Andre creates the illusion in order to live another life.
SPECIALIST IN: Platforming
FAVE GAME THIS MONTH: *Viewtiful Joe 2*

REVIEWED THIS MONTH!

MERCENARIES 62
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THE CHRONICLES OF RIDDICK 80
HELLBOY 81
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SHADOW OF ROME
The goriest game this month lets you beat men with their own severed limbs – *please*, don't tell Richard and Judy.

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	**Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.**
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	**An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.**
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	**Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.**
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

U.S.Robotics
PSM2 plays online wirelessly with US Robotics hardware

FASTER THIS ISSUE:

NATHAN IRVINE
STAFF WRITER: Nathan was offered a job dancing in a bread suit for a popular chain of bakeries this month. He couldn't accept, however, due to a crippling yeast allergy.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH:
Sonic Mega Collection

JES BICKHAM
WRITER: Thinking it was a biscuit, Jes tried to eat a wicker chair and ended up in hospital with stomach cramps. He's recovering, but the flashbacks still haunt him daily.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH:
Miami Vice

ANDREW KELLY
STAFF WRITER: Andy broke a record this month for eating the most arctic rolls in one sitting. He got through 12,000 of the sickly sweet treats before spewing over a farmhand.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH:
Capcom Fighting Jam

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how Xbox mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2.
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INTESTRIP

DETAILS

Developer: Pandemic
Publisher: LucasArts
Players: 1
Memory Save: 519KB
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"THE OPEN-ENDED GAMEPLAY ALLOWS YOU TO OVERCOME SITUATIONS ANY WAY POSSIBLE." PSM2#56

GAMEFAX

Action/Adventure | War | Violent | Original

TRIVBURST

- Three playable characters.
- 60 different vehicles to commandeer ranging from tanks to buses.
- Work with or against four different factions to earn more cash.

PSM2 SILVER AWARD

PSM2 GAME OF THE MONTH

"CAR-JACKING IS SO LAST YEAR. LET'S GO NICK A TANK."

MERCENARIES

Replace 'homies' with 'troops' and you've got *GTA: War*. But there's more to it than that...

THE MONEY SHOT

Scuttling into the cockpit of a low flying helicopter and letting rip at the enemy with multiple rockets causes much macho destruction.

WATCH IT ON THE DVD VIDEO

OK, let's get it out of the way right now. Pandemic's war-fuelled action game is possibly the most blatant *GTA* clone we've ever seen. You can walk, fly or drive across a huge landscape and you can even commandeer (or, in *GTA* terminology, 'jack') every vehicle that you come across (except planes... damn). But if imitation really is the sincerest form of flattery, you may as well be buttering-up the greatest game out there and *Mercenaries* does a good job of doing just that.

Unlike *GTA*, the action takes place across a war-torn landscape in North Korea, but, although *Mercenaries* gives you a total sense of being open plan, the cul-de-sacs of the mountainous terrain put paid to any random exploration. And unfortunately the inability to swim and the notable absence of naval vessels prevents cutting across the sea like a scurvy-ridden pirate. But hey, we can't have everything.

Across this restricted, yet massive area, you'll find four factions battling for supremacy. There's the Allied Nations (like the UN, but with a different first letter), the South Korean and Chinese armies and, finally, the shady characters of the Russian Mafia, who allow you to purchase supplies from their named website, The Merchant of Menace

TOP 5 MERCS

- SLR
- SLK 350
- SL55 AMG
- S-Class
- E-Class

GAMEPIE

20% Stealing vehicles...
20% ...ordering a gang to get in...
20% ...going on a 'drive-by' spree...
40% ...then saying "That's just like *GTA*!"

"EMBARK ON DARING AMMO RAIDS OR RAZE ENEMY COMPOUNDS TO THE GROUND"

CAR BOSH: Use the gun turrets when facing oncoming vehicles and enjoy the fireworks.

MISSILE OF MAN: Using the rocket-propelled grenades can really cook up some damage.

SHOULDER TO DIE ON: This bloke's not drunk, he's just been captured.

(see the 'Internet Shopping' bit). When you visit the HQ's of these groups and they'll send you off on missions, rewarding you with cash and weaponry. They also give you information as to the whereabouts of The Deck of 52, but we'll get to them later. The objectives that you're set range from daring ammo-recovery raids to razing an enemy compound with an airstrike. Being a rogue agent, though, your actions are going to piss off each faction at some point and using the indicators at the bottom-left of the screen, you can see if a group wants to hang you out by your lower intestine or not. When they've had enough of your hypocrisy, they'll try to kill you on sight. But don't worry because money talks and it's possible to bribe your way back into their good books. Simple.

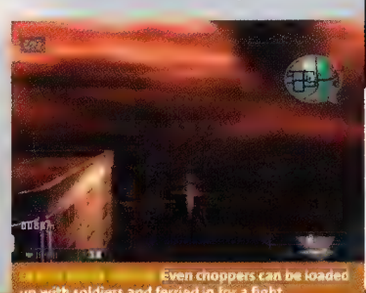
As well as playing through the core mission structure, there are sub-missions to earn you a bit of extra moolah to spend on better guns. For instance, you meet a news crew that need to be

GANG BANGERS ON A DRIVE-BY

Once you've built up the trust of a specific faction, you can acquire a gang of troops. Hit ◎ when you're in any of the vehicles – a horn will sound and a few blokes will jump in. This is useful if you need to infiltrate an enemy base, because when you drive in your new bessie mates will jump out and start a ruck, leaving you with a safe path to your objective. Shame the same doesn't work on the M25.

CAR BOSH: Not only will the chap on top fire at enemies, your chopper will too.

TRUCKING HELL: These trucks are handy for shuttling around your troops.



[illegible]: Even choppers can be loaded up with soldiers and ferried in for a fight.

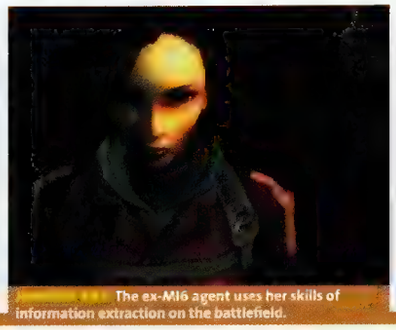
JENNY FROM THE BLOCK: Ms Mui is deadly with a weapon and even better at extracting intelligence.

"BUNG A GRENADE INTO A TANK AND SPLATTER THE DRIVER ALL OVER THE INSIDES"

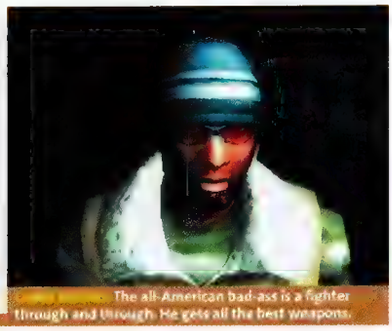
THE M-TEAM

A problem shared is a problem halved. Allied Nations prefer a problem obliterated, though, and have hired the M-Team to help. The three soldiers of fortune sent to quell the carnage in *Mercenaries* are Chris Jacobs, Jennifer Mui and Mattias Nilsson. Chris is good for gung-ho killing sprees because he can take a lot of damage. Jennifer can gain information quickly thanks to her previous career as a spy. And Mattias has the skills of both but he doesn't excel in either area. Obviously.

The Swede is the best all-rounder of the trio. He's also quicker on foot than the other two.



The ex-MI6 agent uses her skills of information extraction on the battlefield.



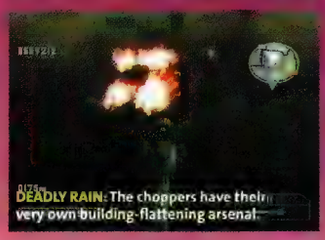
The all-American bad-ass is a fighter through and through. He gets all the best weapons.

COPTER LOAD OF THAT: Choppers are available for your blowing-up needs.

driven to a conflict zone. You then have to pedal it and get them to a checkpoint before the timer runs out. It's a bit like *Crazy Taxi*, but with the dayglo cartoon commuters replaced by angered soldiers, flying shrapnel and trenchfoot.

Mercenaries, like life, is full of choices. However, life asks dull things like 'tea or coffee?' or 'shall I pay the bills or go to jail?' *Mercenaries* on the other hand asks 'avoid conflict or mow down everything in sight?'. For instance, you'll be making your way down a quiet road, and in the distance you'll see a skirmish between two rival factions. You have a split second to decide whether you should just drive on through or park up your jeep and take a piece of the action. The latter option's always the best, especially if you need information from one of the groups. Charge into the battle and hit △ as you approach a tank, and you climb up the cannon and bung a grenade into the driver's hatch, splattering him all over the tank's insides. Lovely.

The aforementioned 'information' that you need to gather points you in the direction of one of The Deck of 52. Each 'suit' has an Ace who'll be particularly tricky to apprehend, and you'll need to clear the lower enemy 'cards' in order to find the higher-ranking criminals. You can deal (pardon the pun) with The Deck of 52 in two ways: kill 'em or apprehend 'em. But arresting the criminals is a dangerous – and fiddly – game of cat and mouse unless you have some stun grenades, because as you're running toward them desperately hitting ▢ to deliver a rifle butt to the head, they'll be frantically back-peddling while firing off an AK47. Once you do manage to club them down, you press △ to slap the cuffs on and then you've got to call in a chopper to take the subdued villain away – but this can only be done from an enemy-free area. So you've either got load up your rifle and kill *everyone* in the surrounding environments or throw the Card into the back of a jeep and drive a million miles to somewhere safe. Then again, you could just call in an artillery strike and eradicate the Card and his entire army, but you wouldn't get your cash bonus for turning him in alive. The



DEADLY RAIN: The choppers have their very own building-flattening arsenal.

GENERAL FLATTEN: If you can't shoot them – drive over them. Whatever works, do it.

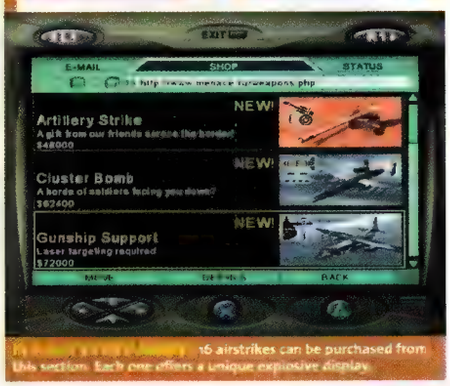
INTERNET SHOPPING

The Russian Mafia are always on-hand to supply you with all your needs thanks to their helpful in-game website. The Merchant of Menace site (press right on the D-pad) allows you to purchase ammo, vehicles and airstrikes at a bargain price. And it's all handily delivered to you in the middle of the battlefield by helicopter. If only Pizza Hut could do the same.

This is the main screen to the pseudo-internet site. Unfortunately, you can't log on to any grumble. Shame.

If you're in a rush, call in one of these.

Medikits or ammo? It's all here for you.



16 airstrikes can be purchased from this section. Each one offers a unique explosive display.

EXTRAS! EXTRAS! EXTRAS!

Drop Da Bomb

■ Featuring the most destructive weapons on PS2, *Mercenaries* has airstrikes aplenty. Among others, you can call in fuel-strikes to BBQ groups of troops or bunker busters to penetrate a building and destroy it from the inside.

scope for wild, anything-can-happen gameplay is therefore enormous.

That said, one thing that pales in comparison to *GTA* are the vehicles. The usually robust chassis of a humvee feels featherweight and if you drive into a stack of wooden boxes, the car jumps into the air as if a grenade has been planted under it. Also, a majority of the cars are slow, and the fast ones (a pseudo-Dodge Viper), can't be accessed until later on in the game. It slowly becomes a bit of a grind having to crawl along everywhere, though eventually you'll get access to the better motors. As for the tanks, even though they're capable of levelling a small country, they're really tricky to drive. Unlike the cars which use ⊗ and ◎ to accelerate/decelerate, when you're tanking it up, all the controls switch to the left stick. That's accelerating, braking *and* steering, all with the left stick. It's so fiddly it just feels wrong. Another vehicular problem lies within the cockpit of the choppers. Initially, piloting one of these whirly-birds seems fine, as you switch between rockets and chain gun on the fly. But when you start to steer them, they veer in the *opposite* direction to that which they're turning. But weirdly, this only applies to *some* of the 'copters. Others turn the way they should. It's all a bit strange, really.

On a whole, *Mercenaries* offers more entertainment than 90% of games on PS2. Look past the minor imperfections, and you're staring at a game that'll keep you coming back for more. But the ability to see between the game's cracks to the contrived structure below hampers what could have been a truly immersive experience. Fact is, it has more than it's fair share of *GTA* rip-offs but it still feels fresh, fun and deliciously violent to play. If you can't beat them join them. **Nathan Irvine**

■ *Mercenaries is fighting for territory in stores now.*

"OFFERS MORE ENTERTAINMENT THAN 90% OF GAMES ON PS2. IT KEEPS YOU COMING BACK"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Diverse content keeps things fresh. – Where are the boats? And no online play?	+ Incredible explosions and particle effects. – Korea's never looked so grey and misty.	+ Realistic sounds of war, rousing orchestral score. – Scripted battlefield chat is repetitive.

LIFESPAN

There are plenty of vehicles to drive and masses of buildings to blow up. There are loads of tactical variations too.

MINUTES — YEARS

IT'S BETTER THAN... STAR WARS BATTLEFRONT

IT'S WORSE THAN... GTA: SAN ANDREAS

It has lived up to the hype, and that's no mean feat when you consider that it's billed as *GTA: War*. Only the lack of total freedom and iffy handling hold it back.

88

INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 165KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"THE STORY'S IMMERSIVE, AND THE ACTION SECTIONS ARE SOME OF THE BEST THAT WE'VE PLAYED." PSM2#57

GAMEFAX
Action/Adventure
Violent
PS2 Exclusive
Hard

TRIVBURST
- Tussle with bloodthirsty, savage tigers.
- Fight and sneak your way through a picturesque ancient Rome.
- Ride chariots in deadly coliseum races.

PEEK-A-BOO: Hide behind your shield and then deliver a stabbing.

"MINE'S BIGGER THAN YOURS!" His head's about to be splattered.

ROMAN ROAD RAGE: Tussling at the side of enemies is a slightly tricky affair.

"SHOULD I USE A SMALLER TOOTHPICK?": Smash a man in the jaw or throw it at them like a javelin. It's totally up to you.

PSM2 SILVER AWARD

TOOLS OF THE TRADE

A Gladiator needs a massive range of weapons and *Rome* is no exception. From flaming torches to head-smashing maces, there's plenty of armoury to flay foes.

TOTAL 7400
"NO, I MEANT LOOK AT THE GIANT SWORD!" As you'd suppose, this sword is devastating. It can literally scythe a man in two.

KING OF THE [illegible] Upon a deadly radius of hurt.

"NOT THE MACE!" Come centre stage in with this giant tool.

"WHEN IN ROME KICK SOME GLADIATOR ASS!"

SHADOW OF ROME

Friends, Romans, Countrymen. Lend us your spears. There's a lot of killing to be done and we could do with a hand...

THE MONEY SHOT
THE FURIES OF ROME
Dousing an enemy in a barrel full of petrol and then lighting them up like a Roman candle is a particularly brutal way to murder people. Smokin'.

"It's only a flesh wound!" to quote the immortal line from Monty Python and the Holy Grail's limb-depleted Black Knight. Anyone who's seen this ridiculously OTT scene will tell you it's not only gruesome but darkly funny. And you can expect the same level of macabre enjoyment from slicin' and dicin' enemies in *Shadow Of Rome*. Capcom's latest might be the most brutal game we've played on PS2, but even when you're slicing through bodies like Scully in an X-Files boxset, it's comical enough not to be taken *too* seriously.

Of course, there are some deeply harrowing moments. Like when you super-charge a swing with ⊗ and lop off an aggressor's arm. Or when you're encouraged to smash a fuel barrel over a battle-worn lady gladiator, only to prolong the agony by hitting ◎ and watching her body go *fwoosh* in a skyscraper of flames. Oh, the screams. But when you watch these lunatics try and fight back while clutching their freshly detached appendages under their arms, you can't help but laugh. And then cut off their legs as well.

All this violence is carried out by the heavily-muscled Agrippa. He may have a name that sounds like a posh white wine, but he's actually a carnage-fuelled bringer of death. He's out to win the gladiatorial games, which he's been forced to enter against his will and prove his Dad innocent of the slaughter of the Emperor. Sadly, he's got a big girly mate named Octavius, who likes a bit of sneaky infiltration and puzzle solving. Now, these bits work fine, but every Octavius-filled second feels like an unnecessary break from the crimson slaughter. The stealth just breaks the flow of the action and you can't wait until it ends.

Thankfully, the majority of the game focuses on Agrippa and his weapon-wielding ways. As well as the gladiatorial games, you also relive the equally bloody path that explains how he ended up as an enslaved glad. In the earlier stages, you

TOP 5 GLAD' KIT

- Shield
- Helmet
- Body Armour
- AK-47
- Unlimited Ammunition

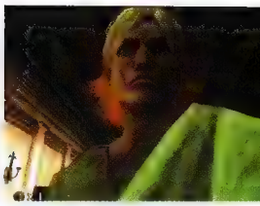
GAMEPIE

70% Hacking off limbs
10% Lobbing rats
10% Burning women
10% Stabbing dwarves

PUBTALK

The smart arse thing to say down the boozer.
"It wasn't so bad for the gladiators. Yes, they faced probable death daily, but they were freed after three to five years... if they were still alive."

THIGH OF THE TIGER: Yes we know it's his calf that the tiger's chewing, but if you don't keep tapping the buttons it'll have your whole leg.



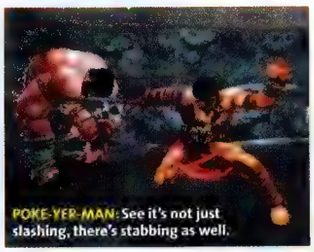
CROWD PLEASER

Unlike some overpaid Premiership footballers, gladiators have to give the paying audience a performance to remember. But it's not without it's reward. When you pull off a crowd-pleasing decapitation, hit ⊗ and ⊡ and they'll show their appreciation by throwing down useful items. They'll throw food to replenish your health or if you've pulled off a particularly gruesome murder, they'll lob down rare weapons for your butchering pleasure.

"BY THE POWER OF GREYSKULL... Ok, so he's no He-Man, but Agrippa needs to strike a pose if he wants some new weaponry.

"Combo x 20! WEMBLEY!" The more you chain the more stuff you'll receive from the baying crowd.

MAYHEM SLAM: Frantic it may be, but the chariot sections are deeply enjoyable.



POKE-YER-MAN: See it's not just slashing, there's stabbing as well.

"MAKING FOLK'S INNARDS SPILL ONTO THE FLOOR IS REALLY REWARDING"

trek through foliage and Germanic camps full of sleeping thugs. You won't be able to resist plunging a sword through their heads, rather than sneaking through. Hell, who can resist an easy target? You'll also be taught how to throw weaponry and how to use the first-person mode to aim with the bow and arrow. These little in-game tutorials appear throughout the game and introduce you to new moves as you progress, like the lethal counter-attack, which is similar to *Onimusha 3*'s Issen. As the enemy strikes, leave it until the last possible second to hit ⊡ and perform a one-hit kill. Simple.

But the hack'n'slash arena battles only make up a minority of the action. Each stage of the Gladiatorial Games sees you doing something different, from escorting prisoners to safety to racing chariots to fighting alongside your sweaty comrades and overpowering your opposition's territory. Admittedly, the core of these scenarios always revolve around battering as many people as possible until they fall over, but there's some variety in the way they're delivered. And then there's the bosses. This is where you'll really have to apply a tactical approach for each one. When faced with an improbable behemoth with an outrageous reach, for example, you'll have to hang back and restrict yourself to long-range weapons like the bow and arrow. After each hit, the crowd will show their appreciation by cheering. This is a subtle hint for you to start appealing to the audience (See CROWD PLEASER). And there's loads of other stuff you can pick up and use throughout the game, from simple things like body armour, to the giant catapults that Agrippa uses to batter down walls and gates. Gruesomely, you can pick up any severed heads that are lying around and launch them from the catapult. That's one way to get ahead, we suppose.

Shadow Of Rome is terrific. Yes, the stealth elements are drawn-out – you use *banana skins* to trip foes – and when it jumps from slicing a man in two, to clobbering an unsuspecting guard with a water jug, it simply makes you desperate to return to the carnage. But unravelling the mystery of Caesar's assassination, and – of course – making people's innards spill onto the floor, is hugely rewarding. You really come to care for Agrippa, and empathise with him as he reluctantly (well, it's supposed to be reluctant, though he looks quite keen to us) takes part in the bloody massacres and tries to clear his Dad's name. If there's a void filling your gaming since you completed *Onimusha 3*, *Shadow Of Rome*'s slashery will fit perfectly. All hail mighty Capcom. **Nathan Irvine**

■ *Shadow Of Rome will be hacking it's way through stores on February 18th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A twisting tale of fighting and gore. – The stealth bits are really quite tedious.	+ Gruesomely explicit limb extractions. – The camera angles can be erratic.	+ Realistic screams of pure agony. – The cackling dwarves are annoying.

LIFESPAN

Once you've finished a gladiatorial event, you can return at any time. It just depends on how long your bloodlust will last.

MINUTES — YEARS

IT'S BETTER THAN...
GLADIUS

IT'S WORSE THAN...
ONIMUSHA 3

PlayStation.2

With a gap in our lives since we finished *'Musha 3*, this quenched our bloodlust. An excellent bit of brutality, only let down by the pointless stealth bits.

85

INFOSTRIP

DETAILS
Developer: Amaze
Publisher: Activision
Players: 1
Memory Save: 205kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"There've been 11 books in the series so far and, to fit in with their gothic kinda theme, it's reckoned that Snicket will end the sequence on number 13"

GAMEPIE
70% Being bored.
10% Playing minigames.
10% Wanting to be an inventor yourself.
10% Wondering why the NSPCC don't get involved.

GAMEFAX
Official License
Easy
Film Tie-In
For Kiddies

TRIVBURST
- Based on the series of kids' books by Snicket himself.
- Lemony Snicket's real name is Daniel Handler.
- The movie stars Jim 'Funny' Carrey and Billy 'The Joke's Over' Connolly.

STAIRY EYED: Violet walks up some stairs. As thrilling as it gets, really.

SCARY POPPINS: It certainly wasn't like this for Julie Andrews.

INVENTOR'S CORNER

Creating budding woodwork teachers the nation over, this is the invention-building bit of the game. Here, Violet is busy constructing a fruit-firing gun with, er, an inflatable snake. It's all a nice distraction, but outrageously simple. Just rotate the object on screen until a cross flashes. Then press ⊗ and the next bit of the gadget gets bolted on. Repeat until you have an utterly ridiculous weapon in your possession. If only making Ikea flat-pack furniture was this straightforward.

PACKING A PUNCH: Klaus smacks a guard about with Violet's violent invention.

NOT SO SOLID SNAKE: Rather than just chucking apples, Violet constructs an elaborate inflatable snake-based fruit gun. Quite.

WATCH IT ON THE DVD VIDEO

"LEAVES A BIT OF A SOUR TASTE"

THE MONEY SHOT

Here's one of the pencil-scrawled scenes. These are beautiful and fit the tone of the books perfectly. Shame the rest of the game doesn't, though.

LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS

It's cheap cash-in time again as the series of terrific kids' books gets trampled into the dirt.

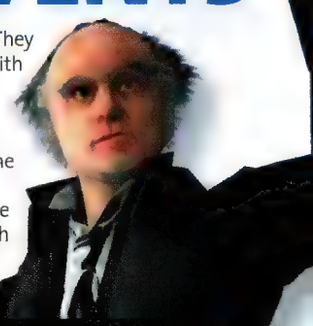
Based around a series of children's books, this game (as Activision will desperately point out) isn't meant for us – it's for The Kids. So let's imagine you buy this for your little brother or sister. Perhaps you don't like them very much and want to punish them with a really boring game. What, besides an object lesson in tedium, will they be getting?

Well, the game follows the plot of the first three books in the series, handing you control of the Baudalaire orphans (Violet, Klaus and baby Sunny) as they escape their evil uncle, Count Olaf, and it's an adventure vaguely like the Harry Potters, with a host of minigames to break up what passes for the 'action'. These include rhythm action (Violet playing the piano), 2D platforming (Sunny meandering across a network of pipes) to – get this – an attempt to 'be' *Metal Gear Solid*. That's Hideo Kojima's masterpiece, distilled into a 'dodge the opening windows and patrolling guards' affair. To be fair, it's not too bad, but you can stand literally two inches in front of the grunts, and providing you're not caught in their tiny torch beam, they won't see you. They've got all the optical awareness of a dead pigeon.

But the real problems skulk within the main game, which throws you into a succession of tedious chores from the off. Chase away the rats, collect food from the cellar, tidy the library. It's like *Housewives: The Video Game*. Each task requires Violet to construct some outrageous gadget. She'll say something like, 'We need to smash this grating. I'll need some rope, some firewood and a bowling ball.' Then you traipse around for ages, attempting to locate said items (rarely coming across any real obstacles), and make the gizmos (see 'Inventor's Corner'). The gadgets are imaginative, but it's a shame the game around them is so crashingly boring. Okay, there's some nice narrative bits, in which the story is told via a series of sketches drawn in front of your eyes, the characters look right and the minigames add variety. But the main game is not only simply dull, it's dully simple to boot, despite the wobbly shooting system. They may be kids, Activision, but they can cope with a bit more challenge than this.

Unfortunate Events is a license wasted; a tedious item-gathering trudge, interspersed with minigames to break up the monotony. Ultimately, it'll be a massive disappointment for anyone who enjoyed the wit and imagination of the novels. Stick with them and stay away from this. **David Cook**

■ Unfortunate Events *is in shops now.*



PSM2 VERDICT

GAMEPLAY
+ The minigames are okay, no real technical issues...
– ...but, by gods, it's tedious in the extreme.

GRAPHICS
+ The hand-drawn scenes are lovely.
– Blandly flat visuals everywhere else.

SOUND
+ The voice-acting is done by the stars of the film.
– Utterly inconsequential music and effects.

LIFESPAN
Hidden stuff to find and unlock, but the main game should be a breeze for all but the most hapless of gamers.
MINUTES — YEARS

IT'S BETTER THAN...
HARRY POTTER: PS

IT'S WORSE THAN...
HARRY POTTER: POA

There's less aimless trudging later on, but *Unfortunate Events* still reeks of 'Will this do?' It may be aimed at kids, but kids aren't *stupid* and they should avoid this.

55

IN THE ARENA ANYTHING GOES

CHOOSE YOUR WEAPON: Swords, axes or severed body parts. Then battle your way through ancient Rome, going head to head with centurions, gladiators, elephants and wild tigers. Take part in classic chariot races and infiltrate regal palaces with deadly stealth attacks. Your mission: to restore justice to the corrupt Roman Empire.

18

CAPCOM
shadowofrome.co.uk

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INFOSTRIP

DETAILS
Developer: Clover Studio
Publisher: Capcom
Players: 1
Memory Save: 432kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Platformer
Sequel
Japanese
Hand

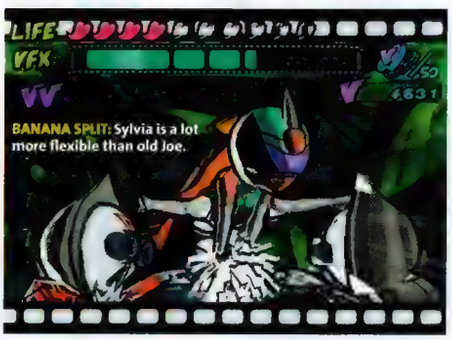
TRIVBURST
- Sylvia, Joe's girlfriend is now a fully-playable character
- Switch characters at any time and combine powers
- Earn experience points to buy new moves and attacks

TOP 5 JOES
- Joe Pesci
- Joe Mantegna
- Joe Satriani
- Joe Pasquale
- Joe Brand

BOSS HOG

Like the first game, the bosses in *Viewtiful Joe 2* require an obscene amount of tactical thought to conquer. You can't simply rush in and kick them to death - their attacks are very tradtionally 'videogame' and need to be memorised and exploited if you've any hope of beating them. Each level has a mid-boss too, so there's little respite from the insane hardness the game seems to thrive on. We swear the developers are laughing at us.

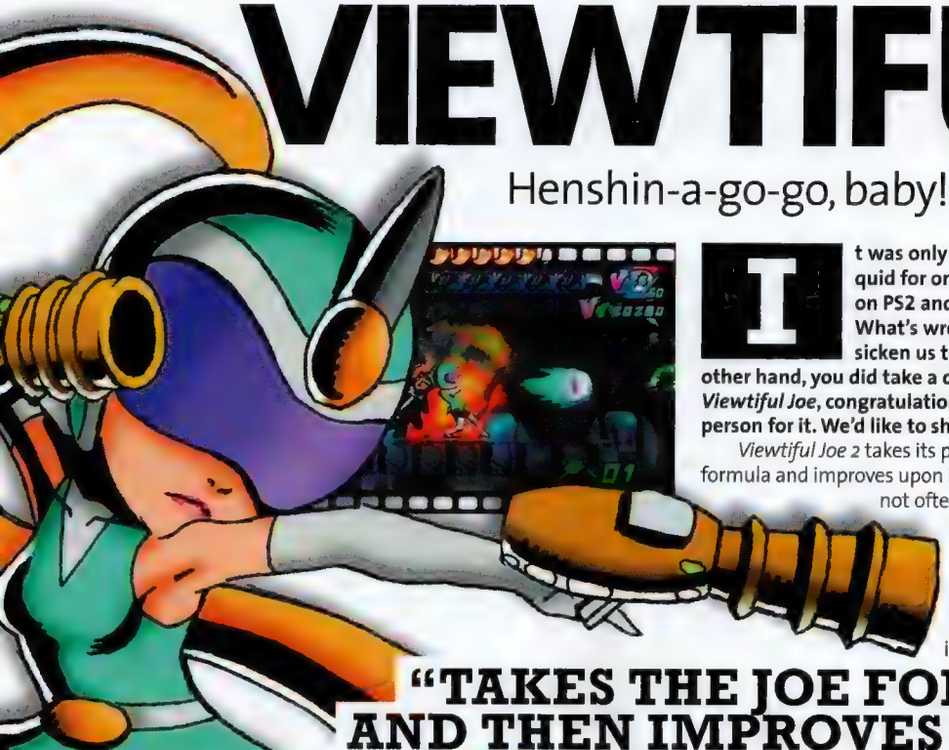
DINOSAUR JUNIOR: The first boss can call in air strikes. As you'd expect, he's harder than a wordsearch the size of Spain.



THE MONEY SHOT
Wasting scores of enemies with just one well-timed slowdown combo looks gorgeous, causes utter destruction and fills us with a sense of joy.
PSM2 SILVER AWARD
WATCH IT ON THE DVD VIDEO
"IT'S THE VIEWTIFUL GAME"

VIEWTIFUL JOE 2

Henshin-a-go-go, baby! The master of disaster strikes back.



It was only £20. Twenty trifling quid for one of the finest games on PS2 and you didn't buy it. What's wrong with you? You sicken us to the *core*. If, on the other hand, you did take a chance on the first *Viewtiful Joe*, congratulations – you're a better person for it. We'd like to shake you by the hand.

Viewtiful Joe 2 takes its predecessor's winning formula and improves upon it. Simple as that. It's not often that a sequel is so distinctly, fundamentally better than its forebear – it's usually a fudgy blur inbetween – but *Joe 2* takes the logic-skewing VFX powers and martial arts (more on that later) to the next level.

"TAKES THE JOE FORMULA AND THEN IMPROVES ON IT"

To recap, Joe is a movie buff thrust into the world of celluloid by his former-hero, ageing superman Captain Blue. He's given the ability to 'go viewtiful' and unleash a barrage of special martial arts and super powers. Whereas he went solo in the first game, Joe is now accompanied by his girlfriend Sylvia who has gone from the damsel in distress to a full-on ass-kicking fighting machine with many of the same powers as Joe. Joe can slow down and speed up time using slowdown and mach speed respectively, whereas Sylvia is able to compliment her slowdown powers with replay mode, a skill that lets her record and repeat actions enabling her to string together massive combos that Joe could only dream of.

The characters are different enough to make switching between them worthwhile, and some puzzles require their combined efforts. They're also able to use Joe's spaceship, the Six Machine (oh,

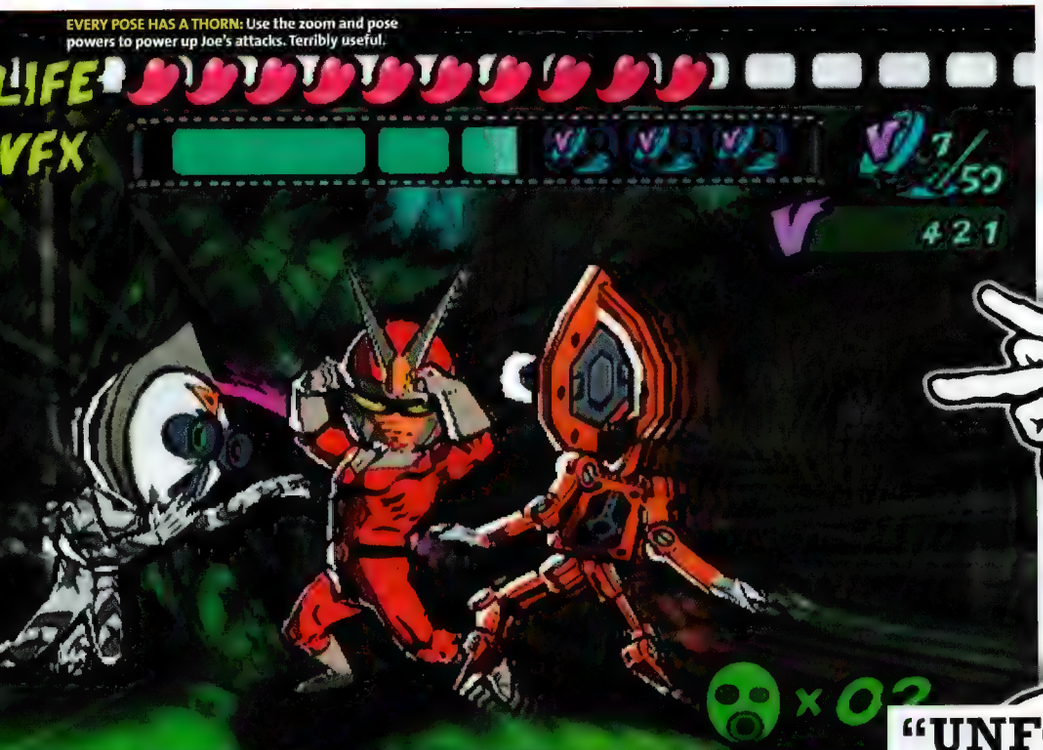
er, Faster

QUESTION... When Joe becomes 'Viewtiful' he shouts "Henshin-a-go-go!", but what does this mean?

GAMEPIE 50% Going mental 30% Weeping 10% Smoking 10% Grinning

ANSWER Well 'henshin' means 'transform' in Japanese. Makes sense now, eh?

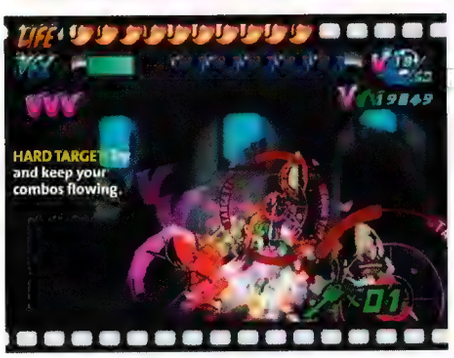
PUBTALK The smart arse thing to say down the boozer. "An anime series based around the exploits of *Viewtiful Joe* was released in Japan, but it didn't do particularly well. It confused people, apparently."



EVERY POSE HAS A THORN: Use the zoom and pose powers to power up Joe's attacks. Terribly useful.

LASER EYE: These new enemies are difficult to avoid.

"UNFORGIVING... HARDER THAN A TESTOSTERONE-PUMPED DOCK WORKER"

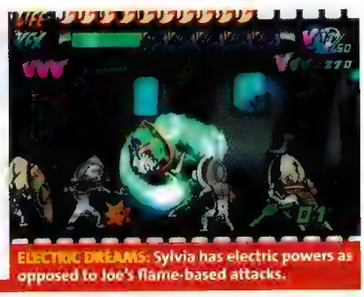


TOGETHER WE'RE STRONGER

When your VFX meter is big enough, holding down the switch character button powers up a dual attack. The most useful form is the Six Machine bazooka that both characters fire at foes. If you use slowdown, the blast grows and can clear the screen completely of enemies. This is good, but made the first boss easier than it should've been. Remember though, in Joe's world, 'easy' means 'less than ten tries'.

SIX OF THE BEST: Here's the Six Machine bazooka in all its blazing glory.

DODGE CITY: When the prompt appears, duck and weave between enemy attacks.


ELECTRIC DREAMS: Sylvia has electric powers as opposed to Joe's flame-based attacks.

dear), as a weapon and to navigate treacherous terrain. If you have enough VFX power, the two will use the ship as a massive, screen-straddling bazooka. Very useful, if perhaps a little to easy to pull off repeatedly.

Slowdown powers have much the same effect as they did before, letting you knock enemies into each other, take out entire groups in one fell swoop and admire the silky smooth animation. Mach speed lets you attack at twice the rate and sends multiple copies of Joe hurling around the screen, taking out enemies and retrieving item boxes hidden in the background. Very handy.

Believe it or not, they've actually made the sequel *harder*. We finished the first game, but only after reducing our think gland to a shuddering husk. The final boss, King Blue, took us an obscene amount of tries and we ended up creating an entirely new language called 'swear-heli' – it could well be the hardest platformer we've ever played. Especially on 'Adult' mode. But, in a strange way, that's what makes it so appealing. It's a real blood-and-bones *videogame* experience. No faffing around with item menus – back-to-basics, utterly lovely-looking platforming peppered seamlessly with cutscenes, set-pieces and a fantastic combat system that would make for a fantastic beat-'em-up. Some of the bosses in *Joe 2* require patience, timing and extreme manual dexterity, and one puzzle on the second level will work your brain until sickly mind-pus starts dripping from your smell-hole and your brain prolapses.

It might look basic, and fundamentally there isn't much else to do but fight and jump, but the sheer amount of features and layers makes it feel fresh until the bitter end. The level design is excellent, spoofing films like Jurassic Park and Raiders Of The Lost Ark brilliantly and the unique paper-like cel-shading looks better than ever.

Joe 2 is a sublimely-balanced, beautiful-looking action caper that won't appeal to everyone, but will affect your thought-sack in ways that others games can only dream of. It's completely unforgiving, harder than a testosterone-pumped dock worker and, while it can be confusing due to the amount of stuff going on at once, we love it. The addition of Sylvia as a playable character changes the way the game works while still retaining the magic that made the first game so special. Their combo powers, her gun/kick combination and the new vehicles collude to form one of the wildest, most exciting games you'll ever grapple with. So just make sure you buy it this time, eh? If you don't, then you deserve nothing but the most brutal of flayings. **Andrew Kelly**

■ *Get Viewtiful on import now, or here on April 1st.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The new VFX powers work very well. – It's hard. A little too hard at times. Infuriating.	+ Stylized, lush and full of lovely details. – A bit odd if you're averse to cel-shading.	+ Good voice acting and music all round. – Repeating voice samples get on our face.

LIFESPAN

Because it's so hard, this could take a while. You need to be tenacious though – it can be a cruel mistress at times.

MINUTES ... YEARS

IT'S BETTER THAN...
VIEWTIFUL JOE

IT'S WORSE THAN...
SOUL CALIBUR 2

Better than the first game but undeniably 'more of the same'. Still, a near-essential purchase and one of the few truly *unique* titles on PS2.

85

INFOSTRIP

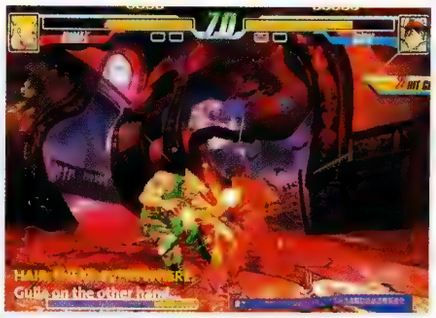
DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1-2
Memory Save: 133kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEDIGIT
4
The number of characters from SFII. Crminally, this doesn't include Ken, but does include lobodies Zangief and M.Bison.

GAMEPIE
40% Characters you've never even heard of.
20% Always picking Ryu.
20% Mastering quarter-circle sweeps.
10% Accidentally triggering combos.

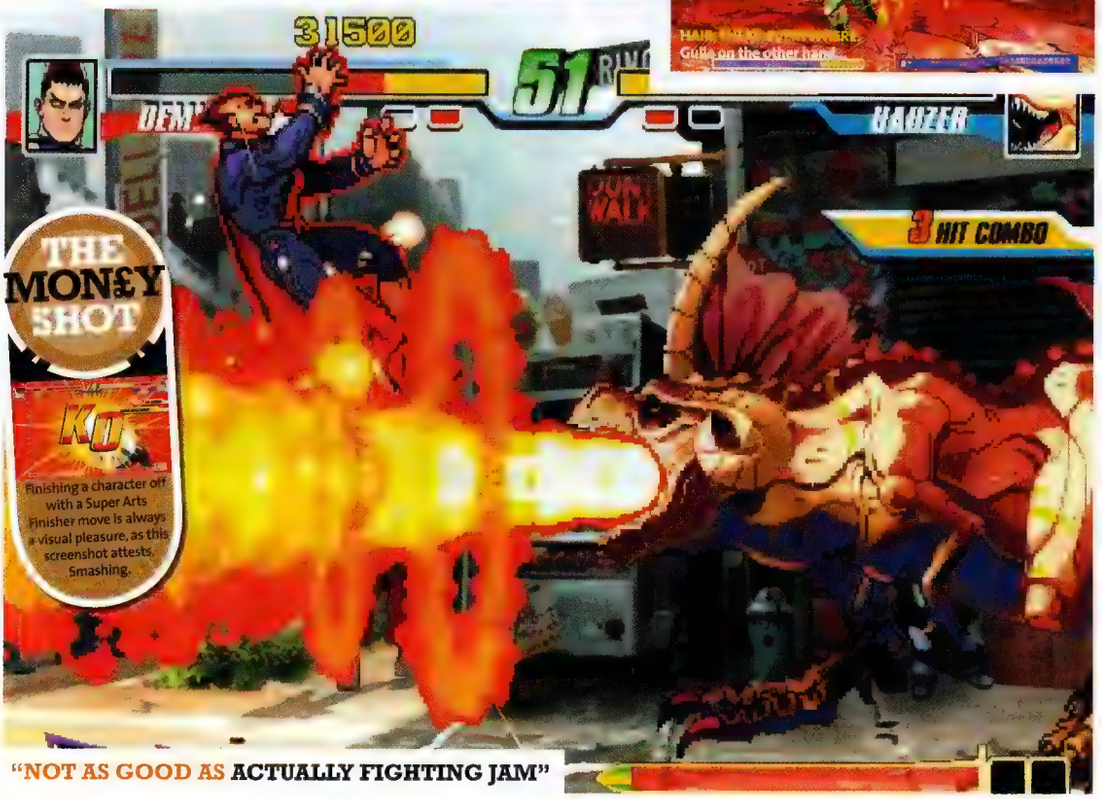
GAMEFAX
Beat 'em up
Budget
Old Skool
Hard

TRIVBURST
- Features characters from *SFII*, *SFIII*, *Street Fighter Alpha*, *Darkstalkers* and *Warzard*.
- Character change system tnat lets you take two characters into battle.



WAR... WHAT?

Warzard **was a Capcom arcade project that, for reasons unknown, never quite made it. The game is *very* rare and a home conversion was never created. This could well be your only chance to get to grips with characters from the game including robotic T-Rex thing Hauzer and ninja bloke Kenji. The game used a strange level up system that let you stockpile power by using variations of attacks. It made absolutely no sense. But if you like being really confused, now's your chance to see what lunacy's like from the side of the lunatic.**


31500
51
HAUZER
3 HIT COMBO
THE MONEY SHOT
KO
Finishing a character off with a Super Arts Finisher move is always a visual pleasure, as this screenshot attests. Smashing.

"NOT AS GOOD AS **ACTUALLY FIGHTING JAM**"

CAPCOM FIGHTING JAM

Obscure Capcom luminaries go toe-to-claw in another gravely average 2D punch fest.

Capcom *Fighting Jam* is called *Capcom Fighting Evolution* in America, which is odd because it's very much 2D fighting *devolved*. It's a massive step backwards in every respect and Capcom have quietly changed its monicker for the massively-delayed European release, probably realizing that it could well be the weakest entry in the series. That doesn't mean it's terrible though – it's just lacking in several key areas.

The character roster for instance. Never before have we seen such an ill-judged mismatch of indistinct nobodies. The choice of *Street Fighter II* characters is particularly weak – Ryu and Guile are good enough choices, but Zangief and M. Bison?! Sod off. There are a couple of decent *Darkstalkers* characters in there including man-sphinx Anakaris and *Street Fighter Alpha* mainstay Sakura, but the inclusion of brawlers from obscure 1996 fighter *Warzard* (or *Red Earth* as it's known in the West) is mystifying. Pegging screen-consuming dinosaurs against tiny ickle ladies like Chun-Li is just too ridiculous and clumsy, even for a Japanese beat-'em-up.

Secondly, the fighting system itself is too slight to warrant more than an hour's play. It's almost as basic as the first iteration of *Street Fighter II* and the combo opportunities are few and far between. There isn't even a tag mode – you pick two fighters and they take it in turns to battle the opposing team, which serves only to artificially extend the lifespan of arcade mode.

In its favour, each character uses the fighting system from whichever game they came from, so if yours is from *SFII* you get few types of attack but excellent damage in return. For *Red Earth*, characters use a level up system to stock up power. *Darkstalkers* folk receive chain combos and super moves without a meter but take more damage than anyone else. *SFIII* characters can parry and cancel specials, whereas *Alpha* members use a custom combo system and regular counter moves. To top it off, new character Ingrid has her own system similar to the complicated C-groove mechanic featured in *Capcom vs. SNK 2*.

However, the styles don't complement each other particularly well and some fine tuning wouldn't have gone amiss to make it more balanced. *Fighting Jam* is another of the weightless re-hashes that betrays Capcom's otherwise slick 2D output. Lacking in characters, lacking in features and lacking in fun. **Andrew Kelly**

■ *Get in a Jam on February 11th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Classic *Street Fighter*. Smooth and responsive. – Lacks variation. Mundane, basic combat.	+ Backgrounds filled with familiar faces. – Capcom have re-used *seven-year-old* sprites.	+ Lots of screaming and shouting. Awesome. – Dire cod-rock soundtrack melts the ears.

LIFESPAN
Arcade mode is short, there are only two unlockable characters and there are no challenges whatsoever. Weightless.
MINUTES — YEARS

IT'S BETTER THAN...
CELEBRITY DEATHMATCH
IT'S WORSE THAN...
MARVEL VS. CAPCOM 2

This re-hash takes familiar Capcom staples and casts them back ten years. It's not as if 2D scrappers weren't dated enough already...

5 3

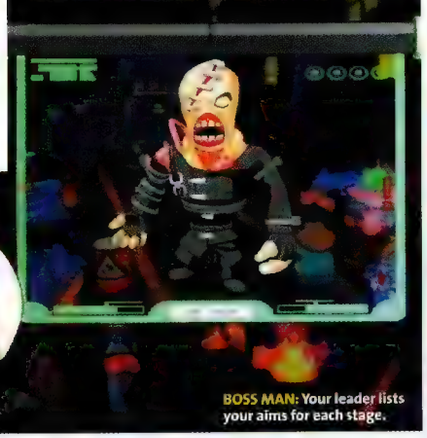
INFOSTRIP

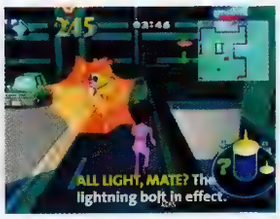
DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1-2
Memory Save: 54KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Funny
Addictive
PS2 Exclusive
Original





"LET'S HAVE A SKINFUL"

UNDER THE SKIN

The aliens have invaded! And they're... playing practical jokes? Weird.

If you moan about original, innovative titles being swept to one side by sequels and licensed cash-ins, buy this game. Put the mag down and go to the shops. Now. You won't regret it.

Because, you see, *Under The Skin* is a *colossal* amount of fun. You take on the role of Cosmi, an alien visiting Earth to play pranks on people by stealing their identities with his ray gun, then playing practical jokes on the crowds, from simple things like putting down drawing pins for people to blunder into, to sheer madness like conjuring a herd of elephants out of nowhere.

Ultimately, you're after all the cash they drop in their panic. But if they catch you at work, you'll be chased down the street by a vengeful mob, baying for alien blood.

Be it launching yourself from a cannon at sheriffs in the Wild West, to driving a giant tank through the streets of Raccoon City (oh, yes), to hurling giant bowling balls down slopes and laughing as the innocents in its path turn into skittles and go flying, *UTS* is a riot. Yes, it basically plays the same way throughout, and yes, it's a bit short, but while it lasts, it's a blast.

PSM2 BRONZE AWARD

Sadly, this will doubtless only sell about seven copies. Don't let that happen. Get *Under The Skin* and wallow in its gleeful stupidity, and don't turn your nose up at it in favour of something like *The Getaway: Black Monday*. If you do, not only is your heart a joyless husk, but you're simply accelerating the arrival of the day when the only games you'll get are annual *FIFA* updates and generic *GTA* rip-offs. Don't say we didn't warn you. **David Cook**

■ Under The Skin *is out now.*

PSM2 VERDICT

A superbly insane romp. A tiny bit samey, perhaps, and undeniably short, but if there's any sense of joy in your heart, you should experience this.

70

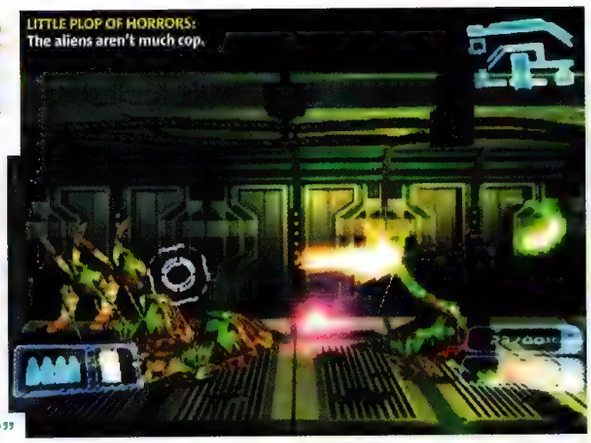
INFOSTRIP

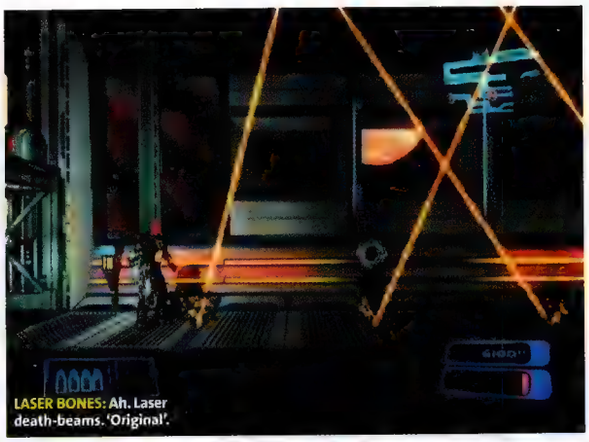
DETAILS

Developer: Majesco
Publisher: Zoo Digital
Players: 1
Memory Save: 67KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

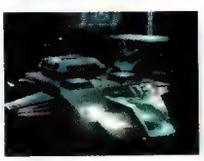
2D Shooter
Budget
Old Skool
Sci Fi

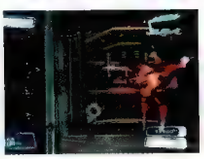


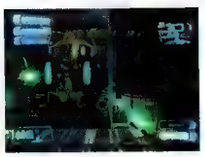


"WILL WE GO WITH THE BLOW?"

BLOWOUT







The title implies badness – and it's (almost) right...

***Blowout*'s an oddity. Ignoring the fact that its a retro 2D shooter – hey, some of us like that sort of thing – you'll start the game and think, "This is *shit*!" We did. We had loads of jokes about bowel movements prepared. And yet, as you plug away, although you never find yourself having what could really be described as *fun*, it's peculiarly compulsive. But it's hard to put your finger on exactly *why*.**

But we're paid to put our finger on these things. So what makes *Blowout* compulsive? It's not the story – that's a generic 'stop the aliens' dirge. It's not the looks – it's rammed with featureless corridors and squelchy, unthreatening-looking aliens. It's not the guns – they're acceptable, but lacking in that all-important 'oomph'. It's not the sound – you'll be sick to death of the constant radio chatter from base in your ear. Although we found it quite funny when the mic guy said 'There's an enormous disturbance in your area!' Schoolboy humour, eh? And it's not the 'puzzles' – those consist of finding colour-coded keys and trekking back to the right door, a million miles away at the other side of the map.

And yet there's something there to keep you coming back, some grain of *soul* that you'll appreciate, if not go as far as to *enjoy*. And it's quite tough once you've made a bit of progress. Surprisingly so, in fact, for something that looks like its been designed solely with black Crayolas.

Still, it's probably only worth considering *Blowout* if you're a huge fan of the genre, even at the twenty quid price point. There's *something* here, but a near-indefinable 'something' isn't anywhere close to enough. **David Cook**

■ Blowout *is in the shops now.*

PSM2 VERDICT

Against our better judgement, we quite liked *Blowout*. But all the same, it's a bit, well, crap. You're better off saving your money, really. Sorry.

49

INFOSTRIP

DETAILS
Developer: Konami
Publisher: Konami
Players: 1-4
Memory Save: 98Mb
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP FIVE SHELLS
- Sea
- Turtle
- Pasta
- Shell Garages
- Mi-shell Marsh

GAMEPIE
59% Wondering where it all went wrong for the Turtles.
20% Smashing the buttons over...
20% ...and over again.
01% Enjoyment.

GAMEFAX
Beat-em-up
TV Tie in
Shit
Multi Tap

TRIVBURST
- Play as all four of the shell-dwelling heroes.
- Unlockable artwork from the TV series.
- Learn new moves as you progress.
- But who the hell cares?

"WHO SAID THAT?" No wonder Donatello's facing the wrong way – he hasn't got any pupils...
THE MONEY SHOT
Piloting the vehicles is 'fantastic'. Just look at those visuals. Don't they just look *amazing*? The real Michaelangelo couldn't have done better. Perhaps.

OL' SCHOOL TURTLES

If you can bear the monotony of playing through the entire damn game, you'll be rewarded with the old arcade version of *Teenage Mutant Ninja Turtles*. Yep, the giant arcade game of the early 90s has been condensed for your pleasure. Even though it's dated, it offers more enjoyment than *Battle Nexus*. But what doesn't?

...sily dated, but this was brilliant back in the day. Honest.

"TURTLE-Y BLOODY DREADFUL"

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

They're still green, they're still mean and they still stink as much as the sewer they crawled out from...

Things have changed in the world of the Teenage Mutant Ninja Turtles since their early 90s heyday. For one, a college rock song that uses countless amounts of words *almost* rhyming with 'turtles' (like, er, 'purple') has replaced the bygone catchy theme tune. The Fresh Prince of Bel-Air's Uncle Phil no longer voices the tin-headed Shredder. And none of the characters have any pupils to their eyes. But most crucially of all, the shelled ass-kickers are as pleasurable as being kneed in the nuts.

TMNT: Battle Nexus once again throws you into the shell-shaded (geddit?) world of the foursome. This time you've got to find out who kidnapped vermin sensei, Splinter, and travel the pseudo streets of NY to the, er, far reaches of space. And like last time, it's all about pounding ⓡ and ⓧ until your battered digits develop calluses.

The developers have even managed to complicate the simple platforming sections via a camera that's completely useless, retracting from the action at will and displaying your character as a flea in the distance. You'll get used to repeatedly dying on the same sections because the camera thinks you might like to try and watch the action from somewhere seemingly in the vicinity of Mars.

As with the previous *Turtles* outing, *Battle Nexus* suffers from cripplingly erratic enemy AI. There are times when you can dash through complete stages, lumbering foot soldiers watching on, as braindead as the average Trisha studio audience. But there are sections of the game when laser-wielding Triceratops surround you and frustratingly peg you down for minutes. No matter how much jumping and sprinting you try to do, you just keep getting shot.

In its defence, *Battle Nexus* has tried to add some novelties since last year's outing. You can now switch between characters with a tap of L2.

More importantly, plug in a multi-tap and you've got a four-player jaunt. So you don't have to suffer alone. It's also littered with racing sections. However, controlling your vehicles is a chore, thanks to the unresponsive control system, and after the hundredth time of smashing into a ridge, you'll be smashing the controller into the wall.

Konami have once again squandered a license that comes blessed with four decent characters. If only they could toughen up the content, like show some organs being ripped out with a katana – y'know, *anything* less gruesome than this. For now, the turtles should head back to shitty sewer from which they came. **Nathan Irvine**

■ *TMNT: Battle Nexus is available on import now. But why waste your money?*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Easy to play... – ...and equally easy to find utterly tedious within minutes.	+ Some CG cut scenes splice the action. – The camera is gruesomely useless.	+ Erm... some nice impact sounds? – The voice acting is terrible and repetitive.

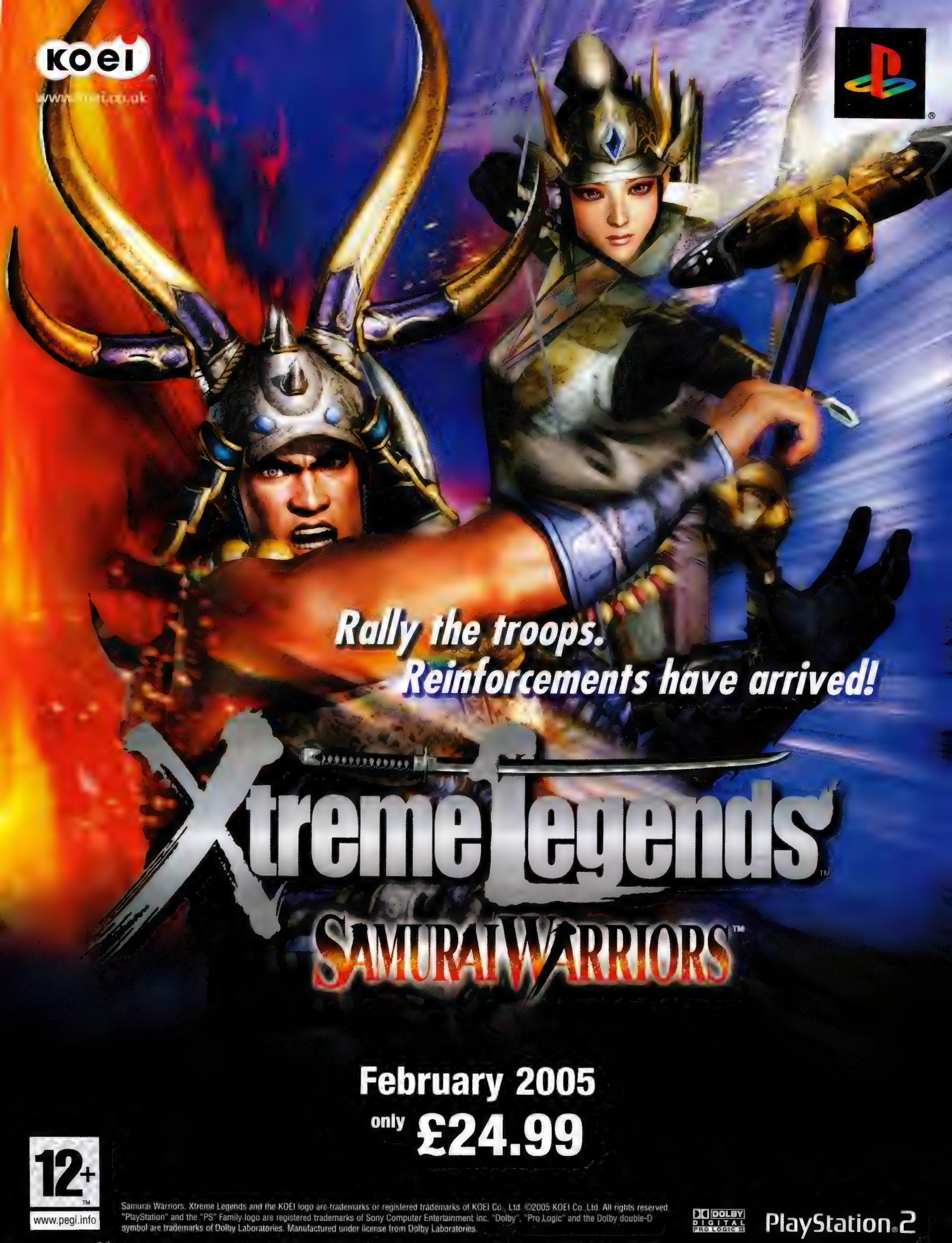
LIFESPAN
What, you don't like hitting buttons until your fingers bleed or frustratingly bland gameplay? Yeah, us neither. Just turn it off.
MINUTES — YEARS

IT'S BETTER THAN...
FLINTSTONES, VRV

IT'S WORSE THAN...
SIMPSONS: HIT & RUN

Generic, predictable and a complete waste of time. We'd rather endure an eight disc nursery rhymes boxset from X-Factor opera losers G4 than play this pap.

2/3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DOLBY DIGITAL PRO LOGIC II
PlayStation 2

INFOSTRIP

DETAILS
Developer: Sonic Team
Publisher: Sega
Players: 1-2
Memory Save: 63kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"This isn't the first *Sonic* compilation. *Sonic Jam* appeared on the Sega Saturn in 1997, with a 3D museum filled with *Sonic*-related tat."

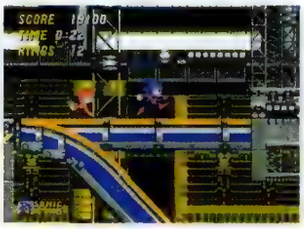
GAMEPIE

40% Clueless nostalgia
30% Disappointment
20% Rubbish filler
10% Sexy menu screens

GAMEFAX

TRIVBURST
- Over 20 games including Mega Drive and Game Gear titles.
- 'Museum' featuring videos, images and artwork.
- Unlock other Sonic Team games like *Comix Zone*.

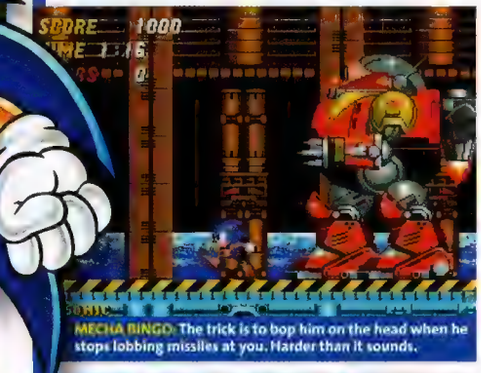
THE MONEY SHOT
9900
0:40
25
SNOOKER LOOPS: The Chemical
Sonic 2's Casino Night Zone is particularly noteworthy. Your favourite platformer suddenly becomes a pinball sim... and back again.
WATCH IT ON THE DVD VIDEO

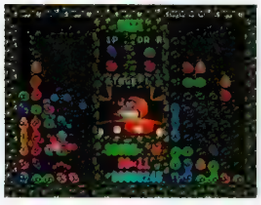


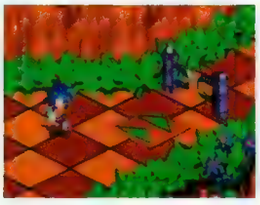
SPIN DOCTORS: Here's *Sonic Spinball*. It isn't very good.

END OF THE LINE

The temptation was too much. We had to finish *Sonic 2* again. From the heart-wrenching opening chime of "Seeeeeeegaaal" to the frantic escape scene, we were hooked. Sort of. It dipped towards the middle when we realized that we were enjoying games from the past like some kind of clueless retro mentalist. But arses to it – beating Dr Robotnik took us back to the halcyon days before jobs, money and women soiled our lives.







SCORE 2000
RACE RELATIONS: How he can breathe in space is beyond us. Or why he's wearing shoes. In fact, let's stop asking these questions.

"SUPER SONIC OR JUST PLAIN CHRONIC?"

SONIC MEGA COLLECTION PLUS

A 'hog-shaped compendium of retro memories.

Another year, another retroganza of repackaged hits and spin-offs. But whereas the likes of *Midway Arcade Treasures* and *Activision Anthology* are retro atrocities (retrocities?) that bosh together bilge that only bespectacled men in M&S jumpers, still living at home with their mum, would ever want to play, *Sonic Mega Collection* resurrects a handful of titles that are actually very good.

The three main *Sonic The Hedgehog* games for example; good design will always be good design and they're still as irresistibly playable as they were ten years ago. You're given a handful of lives with which to navigate treacherous environments so rife with danger it'll make you weep, but the controls have been tightened to a degree that makes every error entirely your fault. All three games combine the lithe gracefulness of a ballerina with the hard-nosed toughness of a football hooligan. A magical concoction. Then there's *Dr Robotnik's Mean Bean Machine*, a colour-linking puzzle game in the vein of *Puyo Puyo* that remains savagely addictive thanks to the timeless nature of its basic-but-brilliant game dynamic.

But, alas, it's not all sweetness and light. There's a cartridge-load of musty old shite to drudge through, including a cluster of god-awful Game Gear games that probably worked well at the time, but now reek like a farmer's knapsack after a day with the pigs. *Sonic Dash* is particularly cringeworthy, adding weight to the notion that retro games are *mostly* rubbish and for wazzos.

Bizarrely, there are a couple of games in here that aren't directly linked to the *Sonic* series, namely *Ristar* and *Comix Zone*. *Ristar* is a platformer featuring the titular hero who's basically a yellow, star-shaped Sonic (fact fans: Sega used animations and features in *Ristar* that were taken out of *Sonic 2* at the last minute, namely the character's stretching arm powers). The other game, *Comix Zone*, is a surprisingly novel side-scrolling beat-'em-up that takes place inside the frames of a graphic novel. It's visually very strong and technically quite interesting, but the action is too limited to make it a highlight.

The truth is, *Sonic Mega Collection* is almost impossible to score. The first two *Sonics* are excellent, but can they really be taken seriously alongside the likes of *Ratchet 3*? The price tag helps – twenty quid for over twenty games – but you'd have to be mad keen on *Sonic* to fully appreciate it. Despite foaming at the tip with games, it's the Joanna Lumley of titles – beautifully presented, yet ultimately showing its age. **Andrew Kelly**

■ *Sonic booms into shops on February 4th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Traditional platforming. Hard, slick and refined. – Outmoded and feels distinctly 'old'.	+ They were brilliant way back in 1991... – ...but, er... what can we say? They do the job.	+ The *Sonic* theme brings a tear to our jaded eye. – Blips and blops from the olden days.

LIFESPAN
Lots of games, but you'll probably only finish the main *Sonics*. There isn't much substance to the Game Gear stuff, obviously.
MINUTES — YEARS

IT'S BETTER THAN...
ACTIVISION ANTHOLOGY
IT'S WORSE THAN...
ARCADE TREASURES 2

Well-presented and brimming with top titles but new games are created and bought for a reason; they're better than the old ones. For nostalgists only.

69

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INFOSTRIP

DETAILS
Developer: Davilex
Publisher: Atomic Planet
Players: 1
Memory Save: 174kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"In one episode, Phil Collins played drug baron, Pumpy Rogers. He was eaten by Crockett's pet alligator."

GAMEPIE
30% Dire combat
20% Awful suits
10% Repeating music
10% Soullessness
10% Mental decline
10% Crushed dreams
10% Shattered spirits

GAMEFAX
TV Tie-In
Action
Hard
Shit

TRIVBURST
- Switch characters at almost *any moment*.
- Backed up by a *genuine* Jan Hammer score.
- Based on an *actual* episode of the TV show. It's more than we ever dreamed of!

ALL GUN WRONG

Our memory is fuzzy, but we don't recall the episode of *Miami Vice* that involved Tubbs and Crockett shooting *hundreds* of men with shotguns. Still, this is a mass-market game, so it needs liberal deathage. However, the weapons are all curiously effete, sounding more like rain falling on a leaf than a carbine gas-powered death stick.

"LIKE THE 1980S: VACUOUS, HOLLOW, DREADFUL"

MIAMI VICE

A horrible game with horrible intentions and if you buy it, you're horrible too. Only more so.

M*iami Vice* is a lamentable shitstorm of dreadful design that hovers somewhere around the outer fringes of belief. It's Kate Thornton in a garish pastel leisure suit. It's Satan meets Leatherface in a crack lounge. It's Peter Andre duetting with DJ Otzi. It's more than the human mind can withstand.

Every harrowing second of gameplay beggars (and buggers) belief. What should have been a stylish and gritty crime adventure ends up looking like an out-take from The Thin Blue Line. Crockett limp-wrists blindly into enemy fire, Tubbs gets stuck behind scenery and just shooting people (you know, *the premise of the game*) becomes needlessly taxing thanks to a completely illogical targeting system. "Shoot the man!" you'll wail, a torrent of salty tears streaming down your face in dire frustration. "No, not the one on the other side of the room – the one pumping buckshot into your awful face, you bungling *ponce*."

It's like cruising down a freeway of faeces in an open-top. Missions consist purely of aimless meandering, joyless problem-solving ('press four buttons to open a gate' is about as challenging as it gets) and tedious, impossible combat. They've tried to inject some variety by giving the characters different skills, but it boils down to Tubbs being able to kick open doors and Crockett being able to pick up and use enemy weapons.

Aside from the way the 80s novelty (the suits, the plot, the atmosphere, the whole game, in fact) is ill-conceived, poorly-executed and unspeakably crap, it continues to get worse. Crockett's one-liners are brutally unfunny, the generic kill-the-drug-dealers plotline reaches new levels of tedium by being unremarkable in *every possible way* and the man-and-a-Moog 'kooky' synth music is the aural equivalent of having your testicles squeezed between two blocks of ice.

Miami Vice takes the biscuit, unwraps it and eats it mockingly before a crowd of starving children. It's hard to keep your anger bottled up when the camera goes mad, Crockett gets stuck in a corner, aims at the wrong person and spouts yet another hackneyed one-liner. All at once. Yes, this actually happened and is perhaps the clearest indication that playing this game is tantamount to polishing your face with an industrial sander. And then asking for more.

The sad thing is that a certain breed of nostalgic gamers will buy this, thereby encouraging more of this type of excrement. There are no redeeming features whatsoever and everyone involved should ring their mothers and apologise. If Jim Davidson designed videogames, they'd turn out like this, but probably a bit better. We aren't being unnecessarily harsh or anything – it really is as bad as it sounds. Like the 1980s themselves, *Miami Vice* is a soulless neon whirlpool of pleb-tricking misery. **Andrew Kelly**

■ Miami Vice *squats malignantly in shops now.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Er, switching characters? Nah, it's all rubbish. – Handles like a dog. A dog lashed with rabies.	+ Good character likenesses, at least. – Generally looks like arse. Sterile and charmless.	+ We'll admit to liking 'Crockett's Theme'... – ...but everything else makes our ears weep.

LIFESPAN
Short and unfulfilling. You'll have absolutely no reason to play it ever again, and if you wanted to, you'd have serious issues.
MINUTES — YEARS

IT'S BETTER THAN...
JET ION GP

IT'S WORSE THAN...
EVERYTHING ELSE

Take the worst parts of every bad game you've ever played, mash them together and it'll still probably turn out better than *Miami Vice*. This is artless nonsense that should have been aborted from the off.

13

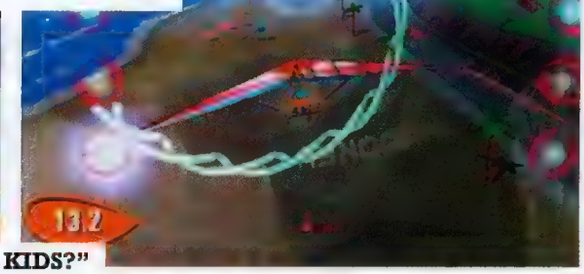
INFOSTRIP

DETAILS

Developer: Nickleodeon
Publisher: THQ
Players: 1-8
Memory Save: 546 Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

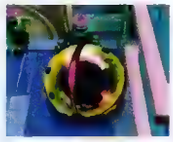
EyeToy — Easy — Funny — Crap



"ARE YOU READY, KIDS?"

SPONGEBOB SQUAREPANTS
MOVIN' WITH FRIENDS

'Just for kids!' says the box. They obviously haven't met any kids in a while...



Research suggests that, around the age of four, infants develop the ability to distinguish between adverts and 'proper' TV. By six or seven, they can memorise the special abilities of three-hundred Pokemon, understand the rules of Yu-Gi-Oh, and appreciate watching Holly Willoughby wearing a French maid's outfit and getting covered in jam on Ministry Of Mayhem.

So if you think you can sit your eight-year-old nephew down with a slidey-block puzzle game and some dodgy shape-making hand-wobblers and expect him to like it just because it's intercut with clips from the Fairly Good Parents, you're insane. He's going to hate you. And that's what *SS: MWF* is – a selection of weak, badly-conceived minigames with pictures of a talking sponge next to them. Of the selection, hang-gliding's probably the best, and *Sega Superstars'* Nights minigame makes it look primitive like a cave-painting. The others are just a selection of driving, shooting and bowling games where you press one of two buttons instead of steering or aiming. And consider this – unless your nephew's got easy access to a rocket launcher, you're probably not at too much risk from him emulating things he's seen playing *GTA*. Give him this and he'll grow into a warped ball of hate - and, if he plays the jellyfish slapping game, you're going to have to take a fresh bucket of urine with you every time you go to the beach. Your decision... **Joel Snape**

■ *We had to buy our copy of this from the shops.*

PSM2 VERDICT

We thought the low point of this job was being forced to drink machine-generated tea, until a PR lady saw us tickling an air-jellyfish. Avoid.

29

INFOSTRIP

DETAILS

Developer: Konami
Publisher: Konami
Players: 1-8
Memory Save: Save size depends how many pics you take...
Widescreen: No

GAMEFAX

Music — Dance Mat — EyeToy — PS2 Exclusive

"TAKE IT ONE STEP AT A TIME"

DANCING STAGE FUSION

A dancing game where you can watch yourself? Gnawing sense of shame... rising...

Some facts about *Dancing Stage Fusion* – or, as we like to call it, *Dancing Stage: John Inman Edition*: 1) It's the first *Dancing Stage* to feature EyeToy support. 2) It's got a minigame where you occasionally wave your hands as well as tapping your feet. 3) It's got the same tracklist as the finals of your average drag queen cabaret competition. Or, to put that another way, you're going to look at least twice as stupid and three times more flamingly camp than you did playing *Dancing Stage Euromix*, but at least you can get some nice pictures of yourself doing it.

Even if you honestly think you can look yourself in the eye while you're voguing to Toni Basil's Mickey, *Fusion's* still a long way from the series' *Party Mix* heyday, with bands like The Darkness chucked in alongside 140 BPM Japanese techno even though they're not much fun to dance to. The dancing's typically well put together – Konami, unlike their imitators, put hours of thought into designing arrow patterns that actually make sense – but unless you're really keen on Jamelia (no, not in *that* way), we'd give this one a miss. **Joel Snape**

■ It's in shops right now...

PSM2 VERDICT

There's got to be a happy union between the bingo-wing banishing madness of *EyeToy Groove* and the *Dancing Stage* series, but this isn't it. Disappointing.

67

"IT'S ALL A LOAD OF RIDDICK-ULOUS TOSH"

THE CHRONICLES OF RIDDICK

Vin Diesel's gravel-voice hard nut is back in a slab of stodgy sci-fi...

Pitch Black was a surprise sleeper hit that came out of nowhere and launched a brand new antihero. Vin Diesel's Riddick sideswiped our expectations by being a growling, amoral killer who still managed to win our support. Sounds like the perfect start for a franchise... Diesel and Pitch Black writer/director David Twohy certainly thought so; which is why we're now being stuck with this lumbering, bloated, pointless exercise in flabby sci-fi excess. Everything that made Pitch Black work – taut plotting, great characters and a low budget that actually made the film better – is reversed here. Twohy's been given a hefty fund to play with and he's splurged it on a shoddy sub-Star Wars epic. We're introduced to the Necromongers, a pack of nasty religious types who swarm through the universe aiming to convert or kill everyone in their path, destroying any resistance. So far, so Darth Vader, but problem is they're not even as interesting as old Buckethead. And to make matters worse, they're led by the Lord Marshal (Feore), obsessed with something or other called the "underverse". Yes, it's that ridiculous.

"A LUMBERING, BLOATED AND POINTLESS EXERCISE IN FLABBY SCI-FI EXCESS"

SPACE SCHLOCK

So when one of the planets they invade blackmails Riddick to help, you might expect the film to take off. Sadly, all that happens is Diesel mouths off a few awkward puns and kicks as much intergalactic arse as possible. One or two of his confrontations with the Necromongers are entertaining, but the movie itself is so dumb that you'll have lost interest long before the end. The huge special effects look like they came straight from a TV movie and even class actress Judi Dench can't save matters. The RSC stalwart spends most of her time in this film looking confused or depressed that she signed on to it in the first place, just like the rest of us. If it turns up in a bargain basement for a couple of quid or there's absolutely nothing else on TV, Chronicles might be worth a punt, if only to see just how bad movies can be. Otherwise, this is one for Riddick fanatics only.

STARRING
- Vin Diesel
- Thandie Newton
- Judi Dench
- Alexa Davalos
- Colm Feore
- Linus Roache
- Nick Chinlund
- Karl Urban

DIRECTOR
- David Twohy

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- January 3rd

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Big set pieces. – But they still look a bit crap. Just like the film as a whole, really.	+ Diesel is still the man – But no matter how much the 'man', nothing could save this.	+ Good info about the cast and crew. – Shame the film's not worth it.

EXTRAS

There's a trivia track, a documentary guiding us though the sets (er, hooray?), an 'interactive guide' to the story, plus diary entries from bounty hunter Toombs to set the scene.

IT'S BETTER THAN...
BATTLEFIELD EARTH

IT'S WORSE THAN...
STAR WARS: A NEW HOPE

A dodgy movie that's not helped by a less-than-impressive disc. The DVD will entertain the film's few fans, but no-one else. A real missed effort.

27

"YOU CAN TAKE THE BOY OUT OF HELL, BUT..."

HELLBOY

Hellboy – not Macauley Culkin, but a new hero...

STARRING
- Ron Perlman
- Selma Blair
- John Hurt
- Jeffrey Tambor
- Doug Jones
- Brian Steele
- Karel Roden
- David Hyde Pierce (Voice)

DIRECTOR
- Guillermo Del Toro

CERTIFICATE
- 12

PRICE
- £22.99

RELEASE
- January 10th

Shove all thoughts of spandex from yer mind – Hellboy is a different kind of comic book superhero. For a start, there's that origin: spawned from the depths of a demon dimension (Norwich?), the horny devil-man was originally summoned by the Nazis during World War Two to aid them. What a rogue that Hitler was, eh? But fortunately, Hellboy rescued by the Americans and raised as a weapon in the fight for good by John Hurt's kindly professor. We catch up with the fully-grown Hellboy (Ron Perlman) as he goes about his days battling all manner of beasts and pining like a lovesick teenager for fellow freak Liz Sherman, a beautiful woman with a disturbing ability to create fire at will...

DEVIL DELIGHT

Torn from the pages of Mike Mignola's classy cult graphic novels, fan Guillermo Del Toro makes sure his favourite comic arrives on the big screen resolutely unscathed. Perlman's hero is a witty, charming devil, at once strong enough to stop a train yet angsty enough to out-whine Peter Parker. And with the man who made Blade II behind the camera, the movie never shirks from solid action scenes. If there's a complaint it's that the villains, as good as they sound in print, are never as interesting as Hellboy: a panto, world-destruction-fixated version of mad monk Rasputin, a sexy Nazi lady and a clockwork zombie warrior named Kroenen. He may have the coolest weapons in the movie (spikes for arms), but he's also got a serious case of the Darth Mauls, appearing on screen only briefly. A bit of a waste, that.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Heroes to cheer for. You'll care for Hellboy. – Lacks properly strong villains for him to fight.	+ One of the most inventive recent films. – Some slower moments shatter the pace.	+ Loaded to the gills with solid extras. – But still less value than the three-disc US set.

EXTRAS

Extras-heaven: commentaries from everyone involved, Making Of documentaries, deleted scenes, set visit featurettes, scene deconstructions, storyboards, DVD comics and much more.

IT'S BETTER THAN...
MEN IN BLACK 2

IT'S WORSE THAN...
SPIDER-MAN 2

A comic book-buster made with heart, care and plenty of action. If only all superhero flicks were like this. And Hellboy 2 will have better villains. Result!

90

MEMENTO: SPECIAL EDITION

STARRING
- Guy Pearce
- Joe Pantoliano

DIRECTOR
- Christopher Nolan

CERTIFICATE
- 15

PRICE
- £24.99

RELEASE
- December 27th

The movie that made the career of Chris Nolan (currently pumping life back into what seemed to be the permanently stalled Batman franchise), Memento is a tricky puzzle of a movie. Leonard Shelby (Pearce) is a man on a mission: he has to find his wife's killer. Trouble is, a recent brain injury has left him with a shattered short-term memory... To make matters more confusing, Memento's story takes place in reverse order. Don't expect this to be simple to follow. It works, though, delivering the sort of original, shocking plot that's all too rare these days. And now the film is back on DVD for a extras-heavy special edition, boasting commentary from Nolan, documentaries about every aspect of production and interviews with the cast. A worthwhile buy.

89

SUPER SIZE ME

STARRING
- Morgan Spurlock
- Ronald McDonald

DIRECTORS
- Morgan Spurlock

CERTIFICATE
- 12

PRICE
- £15.99

RELEASE
- January 10th

We all know that lots of Americans are tubby bloaters who spend too much time stuffing their greedy gobs with junk food. But why? That's what Morgan Spurlock sets out to find. So he decides to eat nothing but McDonald's for a month and we get to watch him suffer... It's not just a stunt, though – while Super Size Me spends a lot of its running time watching Spurlock vomit, he has a lot of insightful points to make about America's dietary habits. And, when he's not hitting the local junk joint, he's investigating how the US gets its kids off to a bad start by encouraging chips and other fat-and-salt heavy foods in primary schools. And be warned – it's all starting to happen here, too. Think Michael Moore – only much thinner. Anyone for a burger? Thought not.

75

Films from another space and time

ANIMANIA

KINO'S JOURNEY: VOLUME 2

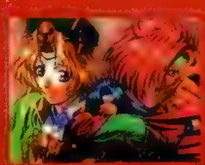
Another three episodes of the anime series that, surprisingly, is completely free of cheese, pants and robots. As Kino travels deeper into the wilderness, she's faced with more moral dilemmas that must be solved in her own inimitable way – asking lots of questions and shooting people. We love this, and it gets better as the series progresses. Intelligent, moody and well written.

89

FINAL FANTASY UNLIMITED 5

The peril continues as Lisa, Al and Yu continue their travels through Wonderland. Bumbling pilot Cid is turned into a frog, Al gets lost in a strange land where the ocean floats above the sky and everything generally goes tits up. Again. Will it ever end? The unluckiest trio in anime put on a good show, but as time goes on the series begins to repeat itself.

76



RUNE SOLDIER: VOLUME 1

Rune Soldier was inexplicably cancelled after one season, which is a shame as it's rather good. It's a comedy at heart and this volume revolves around Ila's dabblings with a weather-changing magician and a demon priestess... er, thing. It's mental and completely impenetrable, but isn't all comedy anime? If you want some weightless care-free madness, give it a whack.

73

ALSO RELEASED

THE ALAMO

■ Released December 27 ■ Cert P12 ■ Price £15.99

Remember the Alamo? Not many in this country do. And this laboured war drama won't help stir recollections of this battle between Mexicans and Americans.

35

WITHOUT A TRACE: SEASON ONE

■ Released January 10th ■ Cert 15 ■ Price £59.99

The name Jerry Bruckheimer slapped on a show is a guarantee of quality. So it proves here, featuring the FBI's Missing Person department in New York. Great.

91

THE KILL BILL COLLECTION

■ Released January 1st ■ Cert 18 ■ Price £24.99

Now you can own both volumes of Quentin Tarantino's revenge saga. Shame that the second part never quite lives up to the first's outstanding impact...

75

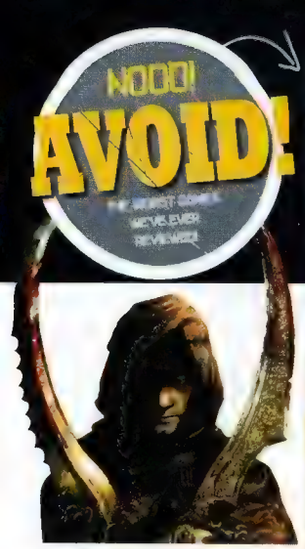
THE 4400

■ Released January 10th ■ Cert PG ■ Price £24.99

4400 alien abductees are returned one night... Coming off as a sort of low-rent X-Files, this sci-fi miniseries has its charm but soon succumbs to typical clichés.

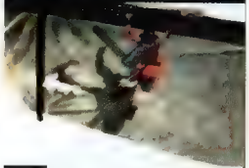
52

©Warner Brothers, UIP Columbia Tri Star, Tartan Films, Kobal



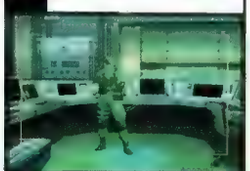
TOP FIVE

DAN G'S FAVOURITE GAMES OF ALL TIME



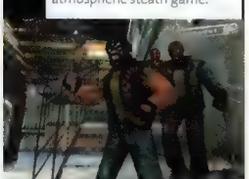
1 ICO

A divine experience. *Ico*'s beauty shimmers and keeps you spellbound to the end.



2 METAL GEAR SOLID 2

A personal preference over *MGS3* – the hardest, most atmospheric steath game.



3 MANHUNT

It's not a l gore – look behind that and you'll find one of the most cunn ng t tles on PS2

4 GRAN TURISMO 3

PS2 driving at it's best – slick, swish, fast and hard. But can *GT4* go that one step further?

5 BURNOUT 3

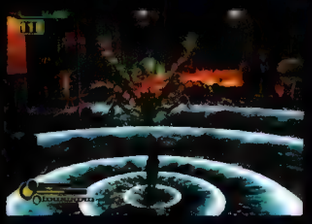
If you want a game that makes your eyes implode, it's this one. Stupidly fast

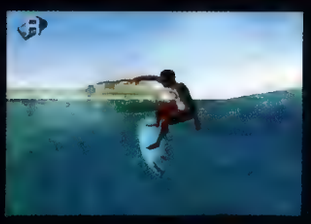
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR	Codemasters	50	83%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MYSTIC HEROES	Koei UK	34	67%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA HOOPZ	Midway	07	70%	
NBA STREET VOL2	EA	35	85%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
OUTLAW GOLF 2	Take 2	57	78%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIGLET'S BIG GAME	Gotham Games	39	60%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PTO IV	Koei	48	41%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
RISK	Atari	52	64%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARLORDS	Midas	08	46%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUMBLE RACING	EA	10	76%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS	Midway	21	60%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR PARTY	Sony	55	85%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	23%

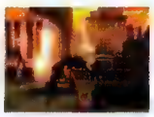
SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	
TERMINATOR 3: ROTM	
TOP ANGLER	
TWIN CALIBER	
WARRIORS OF MIGHT & MAGIC	
WDL WAR JETZ	
WHIRL TOUR	

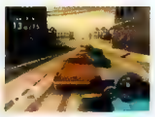


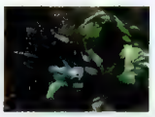


GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER	Midway	14	79%	
SPY HUNTER 2	Midway	46	67%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: SUPER BOMBAD RACING	Activision	11	45%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2003	Sony	28	74%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	544	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**Eidos**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TI GER	EA	29	50%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
UEFA CHAMPIONS LEAGUE 2001/02	Take Two	18	48%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIRTUA COP: ELITE EDITION	Acclaim	30	44%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WEAKEST LINK, THE	Activision	16	60%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS BLAST	SCEE	21	57%	
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	







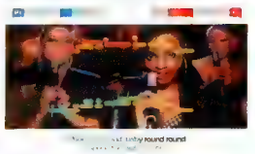
BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

PUB GAMES



1. KARAOKE (SINGSTAR)
2. POOL (POOL PARADISE)
3. PINBALL (FLIPNIC)
4. QUARTERS (LEISURE SUIT LARRY)
5. CARDS (SAN ANDREAS CASINO)

CASANOVAS

1. LEISURE SUIT LARRY
2. JAMES BOND (AGENT UNDER FIRE)
3. CJ (GTA: SAN ANDREAS)
4. HUTCH (STARSKY AND HUTCH)
5. DAVID BECKHAM (PRO EVO 4)

ANNOYING ANIMALS

1. CRASH BANDICOOT
2. DAXTER (JAK AND DAXTER)
3. SPANX (WHIPLASH)
4. DONALD DUCK
5. TEENAGE MUTANT NINJA TURTLES

ROYALS

1. PRINCE OF PERSIA (WARRIOR WITHIN)
2. LORD FARQUAAD (SHREK 2)
3. KING LOUIE (JUNGLE BOOK GROOVE)
4. JERRY 'THE KING' LAWLER (WWE)
5. KING OF FIGHTERS

Chat
The Biggest Free Gift In
Official PlayStation 2 Magazine is offering the biggest free gift in PlayStation 2 history. Free with the regular magazine and demo DVD will be another, extra special DVD - EyeToy Chat Light
EyeToy Chat Light is a videophone application for PS2 that enables you to converse with friends and fellow Chat Light owners face to face

More!
PlayStation 2 History – Coming Soon
PlayStation.2
OFFICIAL MAGAZINE-UK
Get chatting on Thursday 27 Jan 2005
For further details about the future of communication
go to http://www.futurenet.com/ps2officialmaguk
*EyeToy Chat Light promotion available in selected regions only. For EyeToy Chat to function you will need a network enabled PS2, a broadband connection and an EyeToy camera.
PlayStation.2
Chat

QUICK TIP: THE INCREDIBLES TO MAKE THE GAME EASIER, GO TO SECRETS ON PAUSE MENU AND ENTER THE WORD 'BOAPLACE'.

PRO IT

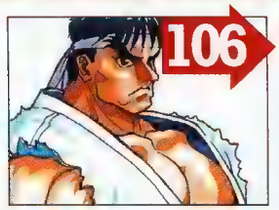
TRAINING YOU IN THE DARK ARTS OF PS2

92

PRINCE OF PERSIA: WARRIOR WITHIN
We crack apart the two hardest bits of *Warrior Within*. Feast on the tips.

96

CALL OF DUTY: FINEST HOUR
Now's your chance to write yourself into war history with our complete guide to beating the Nazis.


106

PRO DOJO
Girls are impressed by fame, so send us your feats of gaming genius, get your name in print, and the ladies will be yours to choose from. Well, maybe...

If tips were apples, this would be an orchard groaning to be turned into sweet tips cider.

TIP OF THE MONTH

IN A SPOT OF TROUBLE AND STRIFE? TAP THESE IN FOR AN EASY LIFE.

GRAND THEFT AUTO: SAN ANDREAS

UNLOCK ALTERNATE COSTUMES
Get 100 percent relationship stat with Millie

MEDIC OUTFIT
Get 100 percent relationship stat with Katie

OVERALLS OUTFIT
Get 100 percent relationship stat with Helena

PIMP OUTFIT
Get 100 percent relationship stat with Denise

POLICE OUTFIT
Get 100 percent relationship stat with Barbara

RACING OUTFIT
Get 100 percent relationship stat with Michelle

KEEP WEAPONS AFTER BEING BUSTED.
Date Barbara Schternvart (the cop) successfully. See our section on girlfriends under Hints.

KEEP WEAPONS AFTER BEING WASTED.
Date Katie Zhan (the nurse) successfully. See our section on girlfriends under Hints.

SPAWN JETPACK
L1, L2, R1, R3, ↑, ↓, ←, →, L1, L3, R1, R2, ↑, ↓, ←, →.

WEAPONS (TIER 1)
R1, R2, L1, R3, ←, ↓, →, ↑, ←, ↓, →, ↑.

WEAPONS (TIER 2)
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓(2), ←.

WEAPONS (TIER 3)
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓(3).

INVISIBLE CARS
△, L1, △, R2, ○, L1(2).

ARMOR, HEALTH, MONEY, AND STREET CREDS
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑.

$250,000
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑.

RESPECT UPGRADE
R1, R2, L1, ⊗, ←, ↓, →, ↑.

RAISE WANTED LEVEL
R1(2), ○, R2, ←, →, ←, →, ←, →.

LOWER WANTED LEVEL
R1(2), ○, R2, ↑, ↓, ↑, ↓, ↑, ↓.

BOUNTY ON YOUR HEAD
↓, ↑(2), ↑, ⊗, R2, R1, L3(2).

SPAWN RHINO TANK
○(2), L1, ○(3), L1, L2, R1, △, ○, △.

SPAWN BLOODRING BANGER
↓, R1, ○, R2(2), ⊗, R1, L1, ←(2).

SPAWN RANGER
↑, →(2), L1, →, ↑, □, L2.

SPAWN HOTRING RACER #1
R1, ○, R2, →, L1, L2, ⊗(2), □, R1.

SPAWN HOTRING RACER #2
R2, L1, ○, →, L1, R1, →, ↑, ○, R2.

SPAWN ROMERO
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →.

SPAWN STRETCH
R2, ↑, L2, ←(2), R1, L1, ○, →.

SPAWN TRASHMASTER
○, R1, ○, R1, ←(2), R1, L1, ○, →.

SPAWN CADDY
○, L1, ↑, R1, L2, ⊗, R1, L1, ○, ⊗.

PERFECT HANDLING
press △, R3(2), ←, R1, L1, R2, L1.

DRIVE ON WATER
→, R2, ○, R1, L2, □, R1, R2.

FASTER CARS
→, R1, ↑, L2(2), ←, R1, L1, R1(2).

AGGRESSIVE TRAFFIC
R2, ○, R1, L2, ←, R1, L1, R2, L2.

BLACK TRAFFIC
○, L2, ↑, R1, ←, ⊗, R1, L1, ←, ○.

PINK TRAFFIC
○, L1, ↓, L2, ←, ⊗, R1, L1, →, ○.

DESTROY CARS
R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1.

FLYING BOATS
R2, ○, ↑, L1, →, R1, →, ↑, □, △.

PEDESTRIANS RIOT
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1.

PEDESTRIANS HAVE WEAPONS
R2, R1, ⊗, △, ⊗, △, ↑, ↓.

SLOW MOTION
△, ↑, →, ↓, □, R2, R1.

FAST MOTION
△, ↑, →, ↓, L2, L1, □.

SLOW DOWN TIME
△, ↑, →, ↓, □, R2, L1.

SPEED UP TIME
○(2), L1, □, L1, □(3), L1, △, ○, △.

SUNNY WEATHER
R2, ⊗, L1(2), L2(3), △.

VERY SUNNY WEATHER
R2, ⊗, L1(2), L2(3), ↓.

FOGGY WEATHER
R2, ⊗, L1(2), L2(3), ⊗.

CLOUDY WEATHER
R2, ⊗, L1(2), L2(3), △.

VERY CLOUDY WEATHER
R2, ⊗, L1(2), L2(3), □.

STORMY WEATHER
R2, ⊗, L1(2), L2(3), ○.

COMMIT SUICIDE
→, L2, ↓, R1, ←(2), R1, L1, L2, L1.

tips

CALL OF DUTY: FINEST HOUR

SECRET GIANT APPLE
As part of the Russian campaign in Operation Little Saturn, turn your tank to your immediate left and look for a tree on the slope of an embankment. Drive up to the tree, to the right. You will pass through the wall. Turn left and follow a winding road around a mountain. Continue driving for a minute and you will find a huge, 20-story red apple.

LEVEL SELECT
Plug a second controller into the PS2. Go to the level select screen. Hold UP on the D-pad on the second controller, and then press START, SELECT, SELECT, ⓡ. All the levels will now be unlocked.

EXCEED AMMO MAX
You can exceed the ammo max for your non-default guns. Pick up a weapon, reach a checkpoint, die and restart from that checkpoint. You will no longer have that weapon (remember it has to be a non-default gun) but the game will allow you to continue to pick up ammo for that particular weapon. Once you locate and pick up that same weapon, you will have more than the normal amount of ammo for it in your reserve.

BIG HEAD CHEAT
Successfully beat the game on easy to unlock this in the cheat menu. Only one cheat can be used at a time.

RICOCHET CHEAT
Successfully beat the game on easy to unlock this in the cheat menu. Only one cheat can be used at a time.

RICOCHET (ALL) CHEAT
Successfully beat the game on easy to unlock this in the cheat menu. Only one cheat can be used at a time.

HEAD SHOTS CHEAT
Successfully beat the game on easy to unlock this in the cheat menu. Only one cheat can be used at a time.

DEAD EYE CHEAT
Successfully beat the game on medium to unlock this in the cheat menu. Only one cheat can be used at a time.

SHRINK SHOT CHEAT
Successfully beat the game on medium to unlock this in the cheat menu. Only one cheat can be used at a time.

LEISURE SUIT LARRY: MAGNA CUM LAUDE

NUDE MODE
Successfully complete the game, then buy the 'Everybody Naked!' secret at the bar for 269 Secret Tokens. The 'Nude' option can now be toggled in the 'Extras' section of the bonus options menu.

EASIER GAMES
Lose a game repeatedly until you get an option saying "Should we make it easier on you?", then select 'Yes'.

EASY CONFIDENCE
In Larry's room, play 'Penis Pong', which will give you 20 Confidence each time you win. It is also the easiest mini-game.

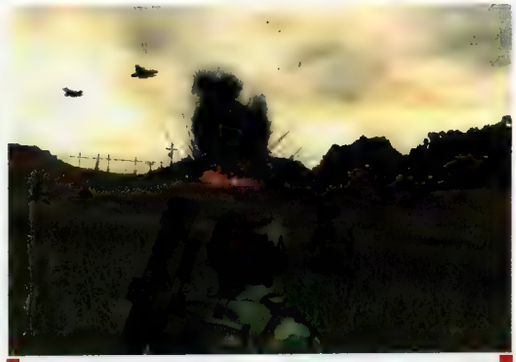
EASY MONEY
Go to the Greek Quad and stand near the frat boy who buys pictures. With your back facing the frat boy, take out your camera and snap pictures of the cheerleaders that are practicing their routines. After taking all the pictures, turn around and sell them on to the frat boy. He will charge $6 and will give you $4 for each picture you take. If you stand too close to the cheerleaders, however, they will react to the flash and you will get less money for the pictures. This can be done repeatedly without penalty.

EASY FLYER DISTRIBUTION
When they throw an airplane, run towards them with 4 to grab it beforehand.

SUPER CAMERA LENS
Interact with the stage light on the left of the Swingles set. When it falls over and breaks, pick up the camera lens icon. Instead of your camera zooming to 5X, it can now zoom to 10x. You can now take closer and better pictures and sell them for more money.

SECRETS FOR SALE
Go through the large gold doors to Nice Street (near the Swingles Van). Go to the far right of the doors and you will see a man in a green mohawk standing around. Talk to him and he will offer to sell you the following extra bonus options:

Bonus Art 2 (miscellaneous loading screens, etc.)
Loading Screen 2 (naughtier loading screens for Zana, Luba and Harriet)
Naughty 1 (makes Switch Ione, Analisa, and Elle May wear bikinis instead of their normal attire. Heavens.)



GHOST RECON 2

INVINCIBILITY
Pause the game during a mission, then press L1, R2, L2, R1, SELECT.

MISSION SELECT
At the title screen, press ⊗, L2, △, L2, SELECT.

ALL GUNS
At the title screen, press ⊗, ←, △, ⊡, ⊗, SELECT.

BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD

ANOTHER TOON BACKGROUND
Create a character with the name 'mstapley'.

BIG FEET
Create a character with the name 'tpiperi'.

BIG HANDS
Create a character with the name 'okendall'.

BIG HANDS, BIG FEET, BIG HEADS
Create a character with the name 'tho'.

BIG HEADS
Create a character with the name 'rtaylor'.

FIRST PERSON CAMERA
Create a character with the name 'edma'.

GHOST
Create a character with the name 'pjefferies'.

GREY SCALE
Create a character with the name 'ksimeonov'.

HALO
Create a character with the name 'jgintu'.

TOON BACKGRAOUNDS
Create a character with the name 'mbilodeau'.

TOON CHARACTER
Create a character with the name 'pstapley'.

WIRE FRAME
Create a character with the name 'ewilliams'.

ATV OFFROAD FURY 3

A bevy of unlockables.

ALL RACERS
At the main menu, select 'Options', then choose 'Player Profile'. Select the 'Cheats' option, then enter 'ALLQUIKI' as a case-sensitive code to unlock fast racers.

ALL TRACKS
At the main menu, select 'Options', then choose 'Player Profile'. Select the 'Cheats' option, then enter 'WHATEXIT' as a case-sensitive code to unlock all tracks.

ESPN NBA 2K5

2K5 STREET COURT
Play five Street Games.

PRACTICE GYM COURT
Play ten Street Games.

VC GYM COURT
Play fifteen Street Games.

BOSS #1 COURT
Defeat the CPU by 69 points.

BOSS #2 COURT
After unlocking the Boss #1 court, defeat the CPU by 69 points.

BOSS #3 COURT
After unlocking the Lamar Odom Bobble-Head, get 30 total assists in one game.

HALL OF FAME MODE
Unlock all bonuses to access the Hall Of Fame difficulty.

HIEROGLYPHICS TEAM
Hold the CPU to 48 or less.

2K5 TEAM
After unlocking the Hieroglyphics team, hold the CPU to 48 points or less.

VC TEAM
After unlocking 2K5, hold the CPU to 48 points or less.

SOPHOMORE CLASS TEAM
After unlocking VC team, hold the CPU to 48 points or less.

ROOKIE CLASS TEAM
After unlocking the Sophomore Class team, hold the CPU to 48 points or less.

ALL-TIME 76'ERS
Score 127 points in one game.

ALL-TIME CELTICS
Do not commit any fouls for an entire game.

SEGA TEAM
After unlocking the All-Time Celtics, do not commit any fouls for an entire game.

ALL-TIME LAKERS
Win two games.

ALL-TIME SONICS
Score 127 points in three consecutive games.

ALL-TIME SUPERSTARS
Win five games.

ABA BALL
Do not allow any player on your team be the victim of a steal for an entire game.

ESPN BALL
After unlocking the ABA Ball, do not allow any player on your team be the victim of a steal for an entire game.

SEGA BALL
After unlocking the ESPN Ball, Do not allow any player on your team be the victim of a steal for an entire game.

KEVIN GARNETT BOBBLE-HEAD
Do not get blocked for an entire game.

ALLEN IVERSON BOBBLE-HEAD
After unlocking the Kevin Garnett Bobble-Head, do not get blocked for an entire game.

ANDREI KIRILENKO BOBBLE-HEAD
Get one double double by any player on your team.

BARON DAVIS BOBBLE-HEAD
Make twenty 3-point field goals in one game.

YAO MING BOBBLE-HEAD
Block a total of ten shots total in one game.

BEN WALLACE BOBBLE-HEAD
After unlocking the Yao Ming Bobble-Head, block a total of ten shots total in one game.

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

THE BEST CODES FOR YOUR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

KILLZONE (M)

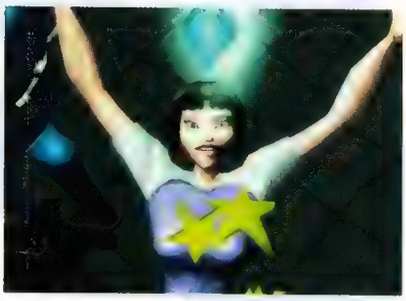
MDX3-GK9K-R729A
3CoE-8UK7-NUQ3E
JG18-D8Ho-PZN7Z
AR MAX BELOW 3.14 FIX
D1B4-oF8F-ZC21F
0Q54-AEUG-6VoT4
NMNA-XZEK-F78Wo
BE6J-YTWY-E7BU3
E753-8VPM-3Z52Q
QQWF-6AUR-HKU8P
ALL LEVELS AVAILABLE
Z1oT-QRN4-K6Q6M
7PD1-QRUH-JXYXE
GOD MODE
AMQE-UTJA-EVJE1
21XR-K2T2-DTD8o
DISPLAY COORDINATES
NNP8-NBB2-2TNoT
YVZ2-6KVV-WTY2F
DISPLAY SPREAD CIRCLE
DVA2-MNCX-MX8PU
XZNR-UA9V-868UA
INFINITE AMMO/NO RELOAD
AZJ5-043D-DJWK3
7M45-2KEV-BWRMD

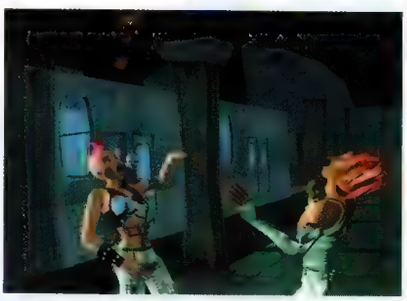
CALL OF DUTY (M)

QG9P-N5T8-7W47D
TNQC-GBPA-Z36Ho
CG84-DUPW-WINUC
VFE7-FK9B-M32EA
TVUG-RXH7-Z7HPD
SINGLE PLAYER CODES
6J4G-NWRB-H9WX9
DISABLE DAMAGE
CE42-N4Q8-Y99CM
AYNH-2BVT-ANtFM
Y1M4-GT41-V7J5E
5MXT-J6KY-RJJUG
INFINITE AMMO
9T70-72YQ-A12WD
TJPY-C8AY-80PVU
GQRZ-7BP6-71YH4
DISABLE AI
U1YW-VAFZ-H4178
AYNH-2BVT-ANtFM
M56A-3QR4-64URZ
6W5J-2Woo-R2ZZM
HYPER MODE
2J8W-6UC2-Y8DA1
TJPY-C8AY-80PVU
K7XT-RV31-Y4FYZ

THE GETAWAY: BLACK MONDAY (M)

29GW-0B79-KoKoG
HWWE-NC55-T2AK1
U2CG-29M8-Ng8VU
INFINITE AMMO (GUNS)
A670-802Y-RM6FG
BVUB-RJX1-YCUTF
FREEZE TIMER
R3+up to activate,
R3+down to stop
2XWA-EPJ8-73WUM
5BN4-N4XR-0W7ZJ
173Q-UU2E-VME32
WKX2-WGBF-3JCGG
ARHK-ZET5-CQ43D
SPEED CODES
3VC7-Z7RN-NCTZK
QUICKER GAME (SELECT+UP)
LINDN-78GG-W6H31
Y5XP-3K8X-3NPEM
W9EU-IIVB-C4J32





THE URBZ: SIMS IN THE CITY

CHEAT GNOME
While playing a game, quickly press ◎, L1, L2, R2, R1. The cheat gnome will appear somewhere in the district.

MAXIMUM PHYSICAL SKILL
Enable the 'Cheat gnome' code. While playing a game, quickly press L1, R1, ↓, ⊗, L3.

MAXIMUM MENTAL SKILL
Enable the 'Cheat gnome' code. While playing a game, quickly press L1, R1, ⊗, ◎, 8.

MAXIMUM ARTISTIC SKILL
Enable the 'Cheat gnome' code. While playing a game, quickly press L3, R3, L1, L2, ◎.

ACQUIRE SKILL OBJECT
Enable the 'Cheat gnome' code. While playing a game, quickly press L1, R2, →, ▣, L3.

POWER SOCIALS
Enable the 'Cheat gnome' code. While playing a game, quickly press △, R2, L1, ⊗, ▣.

RAISE MOTIVES
Enable the 'Cheat gnome' code. While playing a game, quickly press R2, L1, R1, L2, ←, ◎.

VIEW DEVELOPMENT TEAM
Enable the 'Cheat gnome' code. At the credits screen, quickly press ↑, ↓, ◎, ↑, ↓.

ALL ATVS
At the main menu, select 'Options', then choose 'Player Profile'. Select the 'Cheats' option, then enter 'CHACHING' as a case-sensitive code to unlock all ATVs.

ALL RIDER GEAR
At the main menu, select 'Options' from the menu and then choose 'Player Profile' from the list. Select the 'Cheats' option, then enter 'FITS' as a case-sensitive code to unlock all rider gear.

EXTRA MONEY
At the main menu, select 'Options', then choose 'Player Profile'. Select the 'Cheats' option, then enter '+foodstamps+' as a case-sensitive code to get an extra $1,500.

G-RIDE ATV
Have a saved game file from ATV Offroad Fury 2 on your memory card to unlock the G-Ride ATV.

RAVAGE TALON DX AND EX
Enter single player mode. Successfully complete the training course to unlock the Ravage Talon DX and Ravage Talon EX.

GROUND STUNTS
Bicycle: While driving, press Analog-stick ← or Analog-stick → and R2.

ENDO
While driving, hold Analog-stick ↑ and press Brake.

WHEELIE
While driving, press Analog-stick ↓ while holding Gas.

SPYRO: A HEROES TAIL

UNLOCK HIDDEN MINIGAME
In Coastal Remains, Realm 2, pass through the cave between the teleporter and Moneybag's shop, then turn right and break down the wall that runs alongside the cliff base to unlock a hidden mini-game.

TY THE TASMANIAN TIGER 2

UNLOCK FIRST EIGHT 'RANGS
When playing a game press START, START, △, START, START, △, ◎, ▣, ◎, ▣.

APE ESCAPE 2

UNLOCK DANCE MONKEY DANCE
Clear Ninja Hideout

UNLOCK MONKEY CLIMBER
Clear The Lost Valley

UNLOCK MONKEY SOCCER
Clear Enter The Monkey

PLAY AS SPIKE
Successfully complete the game after finding all 297 monkeys. Then highlight 'New Game' at the main menu, then press L1 + START to get to play as Spike from the original *Ape Escape*.

UNLOCK THE FINAL BOSS
Collect all 300 monkeys to unlock the true final boss with specter

GET A DIFFERENT MONKE NET
When playing as Spike, push SELECT to go to the gadget select screen. Then select the monkey net. Push L1 when the net is highlighted. You should hear a weird sound. Get out the gadget select screen and then select the monkey net from the menu. You now have a water net while on the ground. Fire a net by pushing →on the analogue stick.

FASTER CREDITS
Hold ⊗ while the credits are displayed.

NEO CONTRA

EXTRA LIVES
At the title screen, press ↑(2), ↓(2), L1, R1, L2, R2, L3, R3 to get 19 extra lives.

GALLERY
Successfully complete the game with an "A" rank to unlock the Gallery.

THEATER
Successfully complete the game with a "B" rank to unlock the Theater.

MUSIC BOX
Successfully complete the game to unlock the Music Box.

BILL II/JAGUAR II CHARACTERS
Successfully complete stage 7 with an "S" rank to unlock the Bill II and Jaguar II characters.

HIDDEN FMV SEQUENCE
Successfully complete stage 7 with an "S" rank to unlock it.

BEST ENDING
Successfully complete stage 7 to view the best ending.

grand theft auto San Andreas

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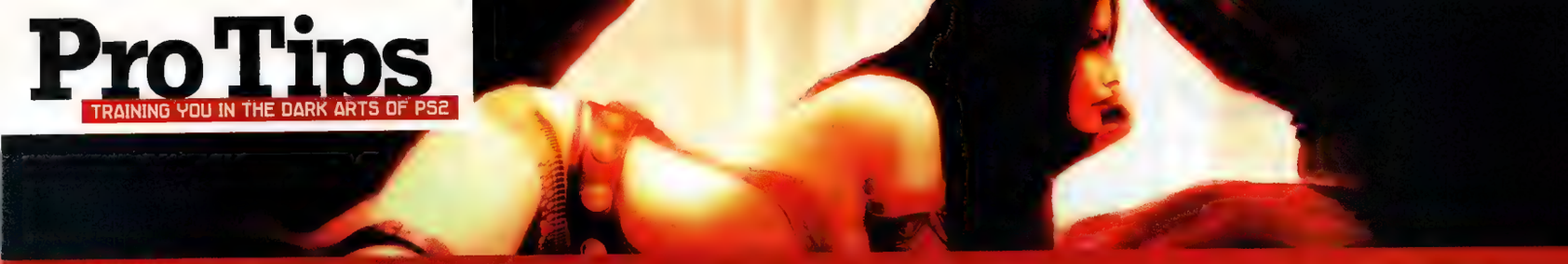


"WINNING THE WARRIOR"

PRINCE OF PERSIA WARRIOR WITHIN

Having trouble with Warrior Within? Here's our guide to cracking the two hardest bits of the Prince's current episode.

ACTIVATE THE FIRST TOWER (PAST)

To access the sands of time you must undo the castle's fortifications. Easy? Nope.

CENTRAL HALL

After the cutscene, use the pressure lever to open the door and return to your steps to the central hall. To get back across the large pit, use the ledges and handholds in the recess. When you reach the central hall, approach the bulbous locking mechanism on the floor, push the lever anti-clockwise 90°, climb onto the low platform, run along the back of the large adjoining section and jump across to the ledge. Use the ledges to get to the doorway, kill the sand warriors, proceed through the doorway and follow the corridor.

GARDEN HALL

Trigger the swinging blades, duck under and use Eye of the Storm to make it across the walkway before it retracts. At the far end, jump up the wall, jump and grab the bar. Swing to the next bar and then to the switch. Activate Eye of the Storm and run to the far end. If your sand tanks are empty, smash the pots below the statue. Jump, flip, run across the shining fountain and continue to the gardens.

HANGING GARDEN

Kill the guards (these are the regular sand wraiths, only stronger), run up the wall beside the entrance and jump to the ladder. Climb up and defeat the crow master on the platform. Climb the ladder to the next platform on the side and slow face again. Run along the wall to the rope, swing, run and jump to the platform now occupied by a crow master. Defeat him, then run along the wall and jump to the bar and above the statue. Swing and jump to the opening.

Use the ledges to make your way down to the floor, kill the guard and proceed to the far end. Using the ledges above the door, make your way up the wall and to the passage at the end, where you'll find a fountain. Continue outside and move the lever anti-clockwise until the door opens. Fetches, one walkway and defeat the enemies in the overhead garden at the top.

COURTYARD GARDEN

There is again another life upgrade in one corner of the garden in a section of fence with the end piece missing – drop down from here to the ledge, and work your way down to the platform. Run along the wall to the doorway and follow the passage, using the ledges to go further down. At the bottom you'll encounter several traps – use Eye of the Storm to get past the seemingly impassable ones. Once you've got the upgrade, retrace your steps back to the courtyard garden.

Run up the pillar beside the tree and grab the pressure lever. Activate Eye of the Storm, jump from the lever and run to the platform that's lowering into the ground. Climb onto the platform, run up the wall and grab the ledge. Move to the branch, walk to the end and jump to the beam. Walk around the pillar and jump to the bar. Swing and jump to the opposite ledge. Walk along the top of the fence, shimmy around the pillar and jump to the bar. Jump to the branch, walk to the end and jump to the rope. Swing, release and run to the bar. Jump to the ledge, shimmy around and jump to the beam.

Use the ledges to climb up the pillar near the weapon rack, pull yourself up and jump to the platform at the far end. Run up the wall, jump and grab the lever to lower the bridge. Jump back across, cross the bridge and push the crate onto the switch. Drop down and go through the door that's opened. Push the lever clockwise.

Drop down to the aqueduct, follow it to the end and shimmy around on the ledges. Walk along the beam and jump to the rope. Slide down and drop from the end. Turn the lever, head through the door and retrace your steps to the opening that overlooks the hanging garden. To get down to the garden, hang from the opening, move along the ledge and use the curtain to slide down.

HANGING GARDEN

In line with the statue are two levers – turn them both 180°. On the other side of the garden is another set of levers – turn the one in the corner 180° and the final one clockwise 90°. Proceed through the door that opens and follow the passage. Use the ledges to climb up at the end and continue to a portal room. Activate the portal using the wall switches (again, you'll have to find the order for yourself) and return to the present. You gain Breath of Fate from using the portal (while shooting enemies and raid ■■).

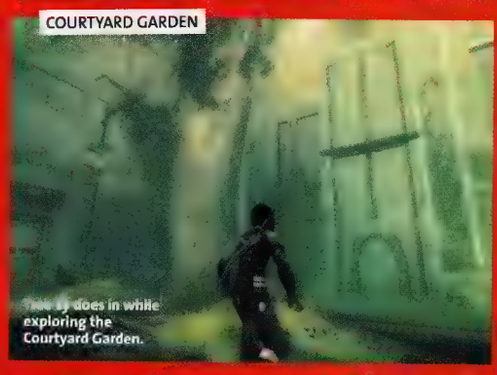
HANGING GARDEN (PRESENT)

Head towards the garden. After passing through the doorway that you previously unlocked, look for a stone block on the left. Climb on it, run up the wall and jump to the top of the central strut. Jump between the broken sections of the strut to the top of the fountain. Walk to the far side and jump to the platform. Use the ledges to get to the platform above, where a couple of guards are waiting. You're also introduced to a new enemy here – invisible bladedancers.

Run along the wall to the branch, walk to the end and jump to the ledge on the left. Drop to the branch below, walk to the end and drop down to the beam. Climb onto the statue platform and jump up to the branch. Walk to the opening and pull yourself up.

Drop down the ledges and jump onto the branch. Walk to the ledge and get to the branch on the other side. Jump to the ledge on the end wall and make your way to the top. When you get back outside, kill the waiting enemies. Hang from the edge in the corner opposite the doorway, drop down and make your way around the ledges. Jump to the platform and kill the enemies. Jump up to the ledge and work your way to the top. From the end of the broken section of aqueduct, run along the wall and jump across to the ledge

COURTYARD GARDEN



COURTYARD GARDEN

Use Eye of the Storm as you do in while exploring the Courtyard Garden.

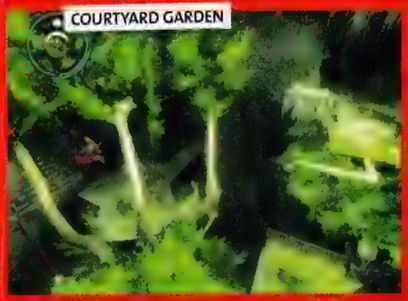
CENTRAL HALL

GARDEN HALL

HANGING GARDEN

HANGING GARDEN (PRESENT)

ACTIVATE THE FIRST TOWER (PAST)


COURTYARD GARDEN

GARDEN WATERWORKS

Pillars by the bucketload to negotiate in the Garden Waterworks.

COURTYARD GARDEN

Slice the bladedancers, then climb to the ledge by the big tree in the corner. Jump to the upright branc, and then across to the other lightly coloured branch visible from this position. Jump to the branch on the right, swing and jump to the top of the archway. Walk to the end and jump to the ledge. Move around the pillar and drop down when you're above the platform. Jump to the branch, then swing and jump to the platform. Use the nearby branch to reach the platform on the other side, where you can see several guards.

Kill the enemies and run along the wall to the short stone beam sticking out of the wall. Use the drinking fountain, run up and stand on the narrow wall beside the fountain. Jump to the tree growing from the yard and climb to the top. Jump between the three upright branches. When you reach the furthest one, jump across to the branch you can see growing from a platform. Kill the bladedancers before running along the wall to a ledge. Pull yourself up and head inside. To cross the gap, activate Eye of the Storm and jump across the stone blocks.

GARDEN WATERWORKS

Jump on the blocks and run along the wall from the second block to grab a rope. Swing, release and jump across to the tree (you can't make it to the platform). Jump over the blade pole to the column. Proceed through the archway and defeat the enemies. From the next archway, jump to the column and across to the opposite platform. Run along the wall to the next platform, and then jump to the column. Climb to the top and jump to the archway.

You need to find a portal. Run along the right hand wall, jump to the column and then to the tree. Slide to the bottom and jump to the bar. Swing and jump to the column and then jump to the narrow stone beam beyond it. Jump to the bar, then swing and jump to the platform where the crow master's waiting.

DAHAKA CHASE 1

Run along the wall to the ladder, slide down and jump to the bar. Jump between the bars to reach the platform. Run along the wall beside the statue to the hole at the end. Run along the left hand wall to get past the two gaps. Outside, run along the left hand wall to the ladder and slide down. Run along the wall to the next platform and head through the archway. When you reach the next gap, run along the right-hand wall to the edge, and use your sword to smash the barrel before pulling yourself up and running through the archway.

DAHAKA CHASE 2

If you see a barrel make sure you take the time to smash it. It's platform law.

GARDEN WATERWORKS (PAST)

Keep running until you reach another drop – run along the right-hand wall to grab a rope. Swing, release and run to the platform beyond the rope. Jump to the ladder, slide down and drop off at the bottom. Continue to the portal room at the end of the passage. Activate the portal and travel back in time. By using the portal you gain an extra sand tank.

LADDER WATERWORKS (PAST)

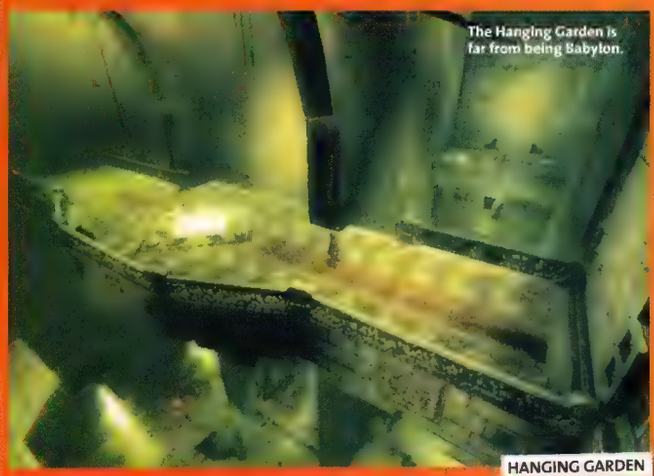
Head back along the passage and climb the ladders. Slice up the crow master, run along the wall and swing on the rope to reach the opposite balcony. Turn right, hang from the balcony and use the bars to reach the other side, where two guards are waiting. Follow the pathway and use the pressure lever to open the door. Continue, kill the guards outside and use the ledges and ladder to reach the doorway directly above. Navigate around the traps and continue – via a drinking fountain – to the garden waterworks.

Turn the lever on the central platform 180°. Run up to the top of the tall pillar that the lever was rotating. Walk to the end of the gutter and jump to the column. Climb to the top and jump to the handhold on the back wall. Shuffle along and drop down to the platform. Run along the wall and swing on the rope to the other side. Turn the lever clockwise 90°. Jump to the pillar, and then jump from the long gutter to the roof of the aqueduct structure. Jump to the other pillar and then to the platform where another lever is sited and turn it through 180°. Run along the wall, swing on the rope to the ledge at the end and jump from the handhold to the column. Jump to the short pillar and jump from the gutter to the back wall. Roll under the grille and turn the lever. Inside this chamber is a doorway above the water pipe – it leads to a life upgrade. Go and grab it before continuing.

Retrace your steps to the last lever you turned (the one before the lever that released the water) and rotate it 180°. Make your way all the way back to the lever on the central platform (the very first one you turned) and then turn it 180°.

ACTIVATE THE SECOND TOWER (PAST)

Congratulations, the first tower is activated. There's only one more to go.


The Hanging Garden is far from being Babylon.

HANGING GARDEN

HANGING GARDEN

Exit the garden through the doorway in the corner. You'll arrive at the balcony over the garden. Go to the far end of and look left – you need to get to that switch. Run along the wall and swing on the rope to the other side. Kill the guard and trigger the switch. Quickly return to the central balcony and climb onto the platform before it retracts. Run up the wall and jump to the bar. Shimmy along, jump to the ledge, then to the platform and drop down. Run up the wall and jump to the hanging lever. Use the ledges to reach the platform where the ladder descended from, slide down the ladder and use the others to reach the garden. Go through the door at the bottom.

CENTRAL HALL

Turn the lever 180° so the platforms provide a path to the door opposite the garden hall door. Jump to the platform that leads to the hourglass chamber and smash the weapon rack. Run and jump to the platform. Run to the ledges and work your way to the highest platform. Jump to the door and follow the passage. Grab the lever and use Eye of the Storm to get through the door. Jump between the walls of the alcove to reach an upper level. Climb to the top of the ladder and jump to the ledge. Shimmy around, jump to the passage and use the drinking fountain.

TOP TIP!

When traversing those perilously collapsible bits of scenery, use eye of the storm to gain more time.

MECHANICAL TOWER ENTRANCE

Go to the room with wooden flooring and kill the sand warriors. Shimmy along the ledge and drop down by the column of water. Slay the sand warriors and prepare to fight a brute. To defeat it, hack away at the back of its legs until it goes down on its knees. When it does, jump onto its back. Do as much damage as possible before it throws you off.

Once defeated, kill the sand warriors and head through the doorway they came from. Activate the switch at the far end, climb on to the platform that rises, grab the ledge and pull yourself up into an antechamber that leads into the mechanical tower.

MECHANICAL TOWER

Walk to the end of the beam and use Eye of the Storm to jump between the blades of the mechanism. Kill the warriors and jump from the central platform to the column moving up and down. Jump along the columns, onto the partition and across to the platform below the switch. Activate the switch and run to the partition. Shimmy to the other side and jump to the bar. Jump to the alcove and turn the lever. Jump to the bar in its new position. Jump to the next bar at its lowest point. Jump to the platform when the bar's at its highest. Use slash attacks against the spike beasts, but keep your distance from their explosive death throes. When all the spike beasts are dead, grab the hanging lever to raise the central platform.

Jump to the platform and kill the spike beasts. Climb onto the beam and jump across to the beam sticking out from the side of the balcony. Shimmy to the right, jump to the shelf to the ledge above. Shimmy to the other side of the balcony, drop down, kill the sand warrior. Climb to the top of the ladder and jump to the balcony.

MECHANICAL TOWER ENTRANCE

Get on his back and biff him in the back of the head. Obviously.

MECHANICAL TOWER

ACTIVATE THE SECOND TOWER (PAST)

Walk to the end and jump to the ledge. Hang from the ledge to get past the beam, climb up and jump to the bar. Jump to the paddle, then to the corner alcove. Turn the lever. Jump to the bar and to the gear. Let the gear take you to the opposite side, then jump to the bar, the alcove and step on the switch. Run along the wall, jump to the plank. Stand on the plank, and jump to the ledge. Drop down, kill the beasts then trigger the lever to raise the central platform.

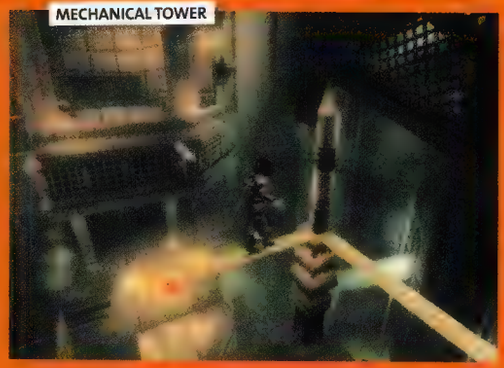
Kill the spike beasts, and walk to the end of the beam. Trigger Eye of the Storm and jump between the blades. Jump to the beam to the right, and use the ledges to reach the top. Jump on the stone block and then over the blades. The other devices are easy to get past. Trigger the switch (you'll have to hang from the ledge above it) and proceed through the doorway. Use the fountain and continue.

MECHANICAL PIT

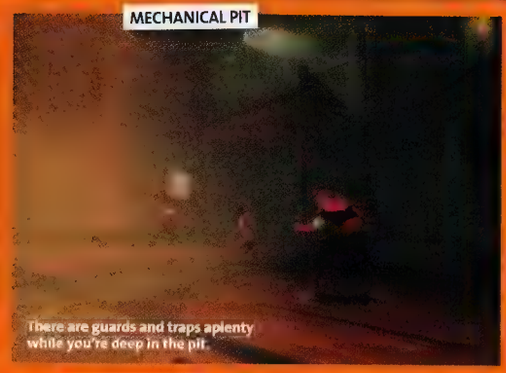
Kill the guards. Trigger the switch and use Eye of the Storm to reach the rope before the platform lowers. Swing and run to the walkway. Cross the bridge and head right. Run to the balcony and kill the guards. Trigger Eye of the Storm, run along the wall between the wheel spokes and jump to the column. Jump between the columns to a ledge. Turn the lever and run to the elevator. At the highest point, run along the wall, jump as you enter the recess and jump between its walls all the way to the top. Enter the room and defeat the brute.

Go through the small archway in the corner. Run along the wall to the rope, swing, run and jump to the water filled platform. Roll under alternate sides of the paddles and hop over the edge to the central walkway. Jump up and grab the hanging lever. Now continue to the end of the water filled platform and use the bars to get to the door that has opened. Kill the guards, head through the doorway and follow the passageway to a portal room. Activate the portal and return to the present. You gain the Ravages of Time power by using the portal (while blocking, tap ◎).

MECHANICAL TOWER



MECHANICAL PIT



There are guards and traps aplenty while you're deep in the pit.

MECHANICAL PIT (PRESENT)

At the low, fixed blade pole, use Eye of the Storm and run along the wall from the previous stone block. At the pit with the spinning blade, run along the wall to the rope and then jump to the ledge. From here you can shimmy to the other side. Continue to the pit.

Kill the enemies, hang from the edge and slide down the curtain to the platform below. Run along the wall between the water wheel spokes and jump to the column. Get to the alcove and run along the wall to the elevator. Return to the room where you just fought the brute. Strike one of the spike beasts and lure it towards the small archway, which is now boarded up. When the beast explodes it opens the archway. Cross to the platform. Jump over to the central platform and kill the guard. Use the ledges to get to the platform below.

Kill the guard, jump the broken bridge and defeat the enemy on the other side. Jump through the falling water and continue through the archway. Kill the creature and follow the passage. In the room, kill the enemies and climb the ladder. Jump and climb through the gap in the platform above. Run up the wall to the ledge and stand on the highest ledge. Jump to the ledge on the shaft, then jump to the ledge on the other side of the chamber. Stand on the highest ledge and jump to the ledge on the shaft. Pull yourself up on the flat side of the shaft and climb up into the next section of the chamber.

Hang from the edge of the water outlet and jump to the ledge on the shaft. Jump to the ledge below the switch, then jump and hang from the handhold above. Jump back to the shaft, pull yourself up and jump across to activate the switch. Jump to the shaft and make a final leap through the archway before the portcullis closes.

ACTIVATION ROOM

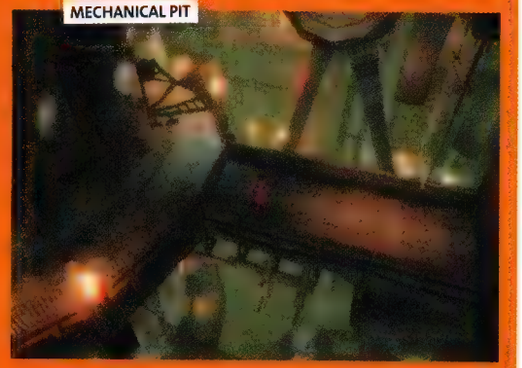
Use the fountain and enter the next room. Use the exploding spike beasts to blow a hole in the wall. Jump between the walls and kill the enemies at the top. Run up the wall to the platform beside the top of the recess and jump to the central platform. Jump to the broken section of wall and climb to the ledge. Run along the wall to the next ledge and then along to the nearby ladder.

Climb the ladder and kill the enemies at the top. Hang from the railing and drop to the ledge below. Shimmy around the corner and jump to the platform. Kill the bladedancers and slide down the ladder. Move to the other side of the ladder and jump to the beam and to the hole in the wall. Use Eye of the Storm to run safely past the saw blades, run from the rope and jump to the ledge. Run along the wall to the opposite ledge and slide down the ladder. Kill the enemies and run up the platform that's closest the ladder. Shimmy along the handhold, jump to the opposite side of the recess and use the ledges to reach the platform at the end. Proceed through the archway.

DAHAKA CHASE 3

Run along the right-hand walls across the two gaps and quickly run through the falling water. Trigger the switch and jump between the wall and the partition that slides forward. Kill the foes and jump across to the opposite passage. At the gap, run along the left-hand wall to grab the rope – release immediately and run to the other side. Run along the right-hand wall at the following gap and continue through the water, into the portal room. Activate the portal.

MECHANICAL PIT



ACTIVATION ROOM (PAST)

Retrace your steps along the passage (near the switch, jump between the wall and the retractable partition to get to the lower passage). Continue until you arrive back at the activation room. Head left to the end of the walkway where you'll see a damaged section of wall. Stand by the wall, wait for the brute to throw a spike beast and roll out of the way. Head through the hole left by the bang. Dodge the traps and collect the life upgrade. Go back to the activation room. Go to the other end of the walkway and use one of the brute's spike beasts to blow open the doorway. Go through and use the drinking fountain. Grab the pressure lever, return to the main room and run along the wall to the elevator that has descended. Climb onto the platform and drop down to the area on the other side.

Kill the guards and climb the ladder on the back wall. Jump to the block that's dangling from the ceiling and wait for the brute to throw a spike beast. When the block rises, shimmy left and jump to the ledge. Run along the wall to the ledge above the ladder and then to the next ladder. Climb, and turn the lever at the top 360°.

Kill the spike beasts and run to the platform that's lowered on to the shaft of the large gear. Run to the ledge at the other end, shimmy to the far side and drop to the bar. Use the bars to jump to the ledge at the far end. Walk around the ledge and jump to the bar. Drop to the bar and jump to the platform. Drop to the area below and kill the enemies. Climb the ladder and jump to the block dangling from the ceiling. Wait for the brute to throw a spike beast at the block. When the block rises, shimmy to the right and jump to the ledge. Run along the wall to the ledge above the ladder, and then to the following ladder. Climb the ladder and turn the lever 360°.

Kill the spike beasts and run to the platform that's lowered on to the shaft of the gear. Run to the alcove at the other end and turn the lever 360°. Run to the platform above the shaft of the gear that's just slotted into place and climb through the archway to a beam where a special chest is located. Run to the side platform and slide down the ladder, but don't drop off the end. Instead, jump between the walls to get down safely. Run along the wall to the opposite ledge and use the handhold to shimmy into the alcove, where you can drop down. Use the drinking fountain before fighting the brute.

Continue to the gears. Run up the right-hand wall in the corner and jump to the bar. Jump between the bars and beams and when you reach the final beam, stand at the end and jump to the ladder. Climb to the platform above, run up the wall, jump and grab the lever. Cross the bridge, kill the spike beasts and turn the lever 360°.

MECHANICAL PIT (PRESENT)

ACTIVATION ROOM (PAST)

ACTIVATION ROOM (PAST)

Watch out for the brutes. They ain't nice people.

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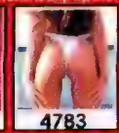
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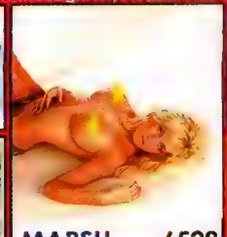
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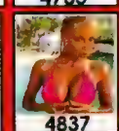
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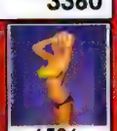
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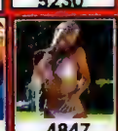
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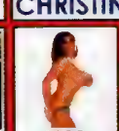
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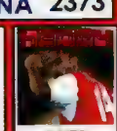
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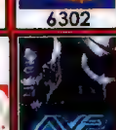
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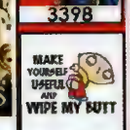

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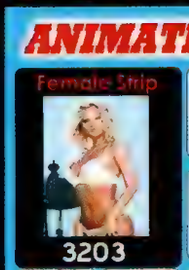

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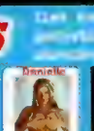

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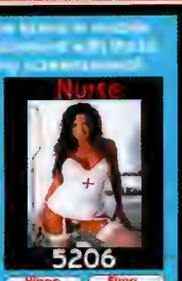

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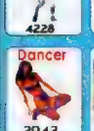

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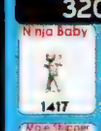

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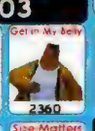

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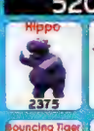

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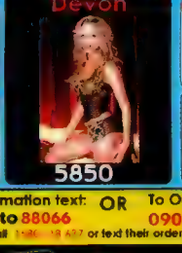

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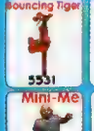

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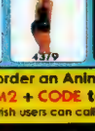

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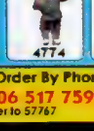

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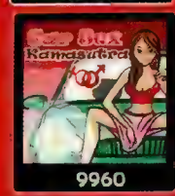

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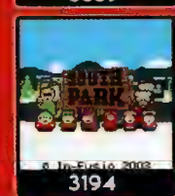

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RUSSIAN MISSIONS

01: NOT ONE STEP BACK

1 The first half of this mission is simply a matter of following Sergeant Puskov from cover to cover. Crouch (or lie flat) when hiding to make yourself a smaller target. Stand up again when running because speed is a higher priority. You don't have a weapon of any kind, but equally you shouldn't get shot at much, if at all.

2 After crawling through a length of piping, you'll get to the refinery. A fellow soldier gets killed right in front of you and after taking his rifle you can start taking a more active role in this war. Storm the refinery with your comrades, then take cover near the window and take potshots at the retreating Germans. You don't have to kill every last one, so don't take risks. Keep following Puskov to the side of the machine gunner. From cover, take aimed shots (using L1) at the Germans ahead until it's safe to run in and kill the soldier manning the mounted machine gun. Around the corner is the end of the mission.

02: THE FLAG MUST FALL

1 After ploughing through a handful of Kar 98-wielding Nazis, a couple of Russian soldiers set up a machine gun in a window. Of course, the gunner is killed, so you take over. Don't aim for the pillboxes, you won't be able to stop them yet. Just blast merrily away (you have infinite ammo) until a cutscene plays out and you'll get a checkpoint. By the by, a PPSH (kind of like a Tommy gun) can be picked up in this area, but you might want to give it a miss. It's a very tough weapon to control and the muzzle flash is so severe it actually impairs your view of the target.

2 You have to single-handedly to take out the gunners in each of the three pillboxes and it won't be easy. There's a health pack in the doorway as you leave the building and another at the base of the wall opposite – you'll need them. You have to find the trench and follow it, wandering out into the open is suicide. First you'll take the left pillbox, then the right and lastly the central one.

The trenches take you exactly where you need to go, but the difficulty comes in surviving the German flood. They never stop coming and will appear behind you when you thought you'd cleared out a section. Strike a balance between taking a moment to aim and fire and moving. Your radar will be of enormous help as the yellow icon will always point in exactly the direction you need to go. Grab an MP40, there'll be tons of ammo lying around for it.

NOT ONE STEP BACK
Time to storm the refinery. Take good care, soldier.
Sgt. Puskov
Sgt. Oleg Puskov: They're firing again! Get down!

3 As you leave the last pillbox, hang a right and you'll find a little mini bunker with another health pack and a great big machine gun. The same control issues apply, so pick it up or leave it at your discretion. Once all three pillboxes have been sorted, you need to storm the bunker on top of the hill. You'll have to dash across some open terrain, but you should have one or two Russian soldiers backing you up. Once again it's the old trick of using mates to open doors for you, but this time in a much more dangerous situation. Let your friends get shot at as much as you can and catch the Germans inside as they pop out of cover to open fire. Tear down the Nazi flag and you're done.

03: DEAD IN HER SIGHTS

1 Your first sniper mission. Immediately, you'll have eight Nazis scurrying for cover so take careful aim and dispose of them. Switch windows if you're getting too much heat. Look around the area you're crouching in for a couple of health packs, just to be safe. After the initial eight kills, three more guys appear, perched on a tank. It trundles behind the building ahead of you, going left to right. If you're quick you can nail a couple of shots before it's out of sight. Eventually it will appear again and the three guys will scamper into cover. Time for more head shots. If you lose track of one or more of them, zoom out and watch the screen carefully for the flash of their gunfire. Killing those three enables your sapper to run out and place a mine right in the path of their tank, blowing it sky high.

2 Follow Private Kirelenko down to the sewers, then fight your way through. Try to pick up an MP40 along the way. You'll also find some grenades for the first time and it's a good idea to get some practice throws in, they're perfectly suited to these narrow tunnels and small rooms. If you think you're lost, you're not – you just forgot about your radar with the handy yellow icon. It's an easy ride, with the only speed bump being a room with a couple of menacing machine gun emplacements. It's just after the tunnel you have to duck to get through, but you can inch forward and snipe the gunners before they see you. Keep following the radar, up a ladder and down the other side to emerge inside the factory.

04: DEFEND THE FACTORY

1 Follow Private Sokolov through the trenches to the factory, run up the stairs inside, and find a window. Germans will keep coming at you and you have to pick them off before they destroy the factory

doors and gain access. You've got exactly ten minutes and there are four doors. By far the greatest threat to them are the Nazis armed with Panzerschrect, or shoulder-mounted rocket launchers to you and me. These guys will be the bane of your life throughout the game. It's imperative that you keep your eyes peeled for them and preferably kill them before they get a single shot off.

2 The other serious threat are the soldiers who try to assemble machine gun posts. There will be two of them running along holding the parts. Killing just one of them makes the other think twice and retreat. If any of these teams successfully construct their gun, any old soldier can and will run up and use it. Your comrades will shout warnings and directions to you, so pay attention. If all the doors get destroyed, the enemy will start running in and attacking the tank. If the tank gets destroyed it's game over, so you'll have to run downstairs and get a little more up close and personal.

3 When the ten minutes are up, your tank crew arrive. They get pinned down behind the factory. Run downstairs (an enemy tank starts firing at you anyway, so you need to retreat) and a side door opens. The three Germans firing at your crew are easy prey and won't even notice as you snipe them. One of the crew, Sergeant Belinki, will arrive inside the factory badly injured. Stand in front of him until the green heal icon appears and press ↑ to use one of your health packs on him – if you've run out, there should be plenty of spares lying around. When prompted, climb onto the tank with ⊗ and the mission ends.

05: BREAKDOWN

1 When you take control of your character, you'll need to protect your mechanic, Belinki, as he fixes the tank. Crouch down and move to the nearest corner of the tank and wait for the Germans to approach. Switch weapons to the DPM, the one that looks like it has a huge pie dish on top of it, and use L1 to aim more accurately as they'll be at medium range. Shortly, it'll be fixed and you can get inside and drive.

2 The route is pretty linear and you've got that radar, so move forward cautiously until you get to a busy square with Germans everywhere. There is an awful lot of anti-tank personnel running around, so keep your eyes peeled. They tend to run from the right to the left. There will also be three enemy tanks in the area, but you shouldn't have to face them all at once and their aim is erratic.

3 Move through the square into another street and keep going until you see your target HQ. Nazis will line the right side, along the building fronts and you need to repel their attack on your HQ. Again, there are plenty of anti-tank personnel. There will also be a single tank, but he won't be too challenging. When prompted, press ⊗ to nip out of the tank and get into the HQ.

06: INTO RED SQUARE

1 You've got to get from the HQ to the train station, which houses your radio operator friends. Once more, there's a small section of street, a square and a second section of street. When you reach the square, use the cannon to pepper the walls of the building opposite. Most of the gunners are dead, then nip out for survivors. The gunners won't fire at you, but a couple of tanks will. The trickiest part of the mission comes later, when you reach the station and two tanks block your path. Combined, they can deal some serious damage, so take one out as quickly as possible (rapidly tapping ⊡ helps), then either take on the second, or retreat if you need to repair health. When you are told to gain access to the train station, it means ramming the doors rather than trying to blast them down. It's not over yet, as soldiers will line the balcony, so be prepared to aim above and all around you.

2 Even when you get out of the tank, there's still work to be done. You need to work your way through this floor room by room until you reach the radio operators. You have two soldiers assisting you. Use them when knocking down doors as before. They'll do a marvellous job using grenades to clear rooms, so let them do the hard work. Clear the rooms methodically, climb the stairs when you find them and pick up all the items in the nurse's station. The far wall will shortly be destroyed in a bombing raid, so prepare to fight off some Nazis behind it. Head ever upwards and when you reach the open air you're home free. Cross the bridge and open the door to end.

07: OPERATION LITTLE SATURN

1 Before getting into the meat of the mission, you and some tank friends need to take down six Stuka bombers doing fly-bys overhead. They are fast quickly, and will keep coming until you tag half a dozen of them with your machine gun. You could try the cannon if you're feeling lucky, but it's less likely to hit.

TOP TIP!
You should always check behind machine gun emplacements they almost always contain useful items such as health packs.

2 Advance to the enemy camp, following your radar into and through a warehouse. One of your mates will be in a spot of bother, with German soldiers all over him. Use your machine gun to clean them off and emerge out the other side. Your next task is to destroy three pieces of artillery, which is easy enough with the help of ⊡. You'll soon find yourself in a second warehouse for repairs. This is where you pop out and hunt down some anti-tank personnel on foot.

3 Go up the stairs and into the first room. Work your way through to the other side and another set of stairs, which is where most of the anti-tank guys can be found. They won't hesitate to use rockets on human targets. Needless to say it's better that one of your AI pals gets nailed than you. Also remember that the rockets explode like grenades so don't get caught in a blast. Once you've tidied up, it's simply a matter of running down the stairs and getting back in your tank.

08: AIRFIELD AMBUSH

1 The last Russian mission kicks off with you following a winding road across some train tracks to an open area full of Nazi tanks. If they all choose you as a target they'll make mincemeat of you, so hang back a little and let your friends take their fair share of shelling. This time, don't underestimate the basic soldiers, because they'll use hand grenades on you. You're supposed to hook up with a bunch of friendly tanks at the depot, but don't worry if they mostly/all die.

2 Continue on to the hangars and take the planes out one by one. They're sitting ducks, but keep your eye out for anti-tank infantry and the odd tank. A hangar door on the left will slide open once all the planes are junked, so clear out the troops with your machine gun and move through the hangar to the airstrip.

3 It's quite the firestorm in here, with flak guns that need to be taken out as a priority. Planes will constantly be moving along the runway and taking off. They won't stop for you and will utterly annihilate you if you collide. Shooting them out of the sky is great, but difficult. Only a cannon shot will do and you probably won't have time for more than one shot. Keep heading north and you'll reach another firefight with some tanks and a flak gun. Long range is your friend.

4 Move along the [illegible] and you're told to leave your tank. The final furlong is in sight and the [illegible] and a [illegible]. Firstly check the ground at the base of the tank for a health pack, then advance cautiously from cover to cover picking off Germans. You will soon encounter a thorny problem – not one, but two enemy machine gun emplacements, too far away to pick off with the available weapons. Get to the [illegible] and lob a grenade over at the left-hand gunner. Wait until the remaining gunner's attention is elsewhere and sprint to the left, past the burning tank and up the stairs.

5 Through the door you'll find four Germans, at least one of whom will be firing at you from up a flight of stairs and another of which will be in a room on the left, behind an overturned table. You should have at least one friend still alive, so make sure he's useful. Upstairs are two more soldiers and a door through to the control room, containing another three future corpses. Around the corner is the last flight of stairs up to the radio operator, the final occupant of the building. All that remains is to go back downstairs, hunt around the desks until the hand icon appears and pick up the document with ⊗.

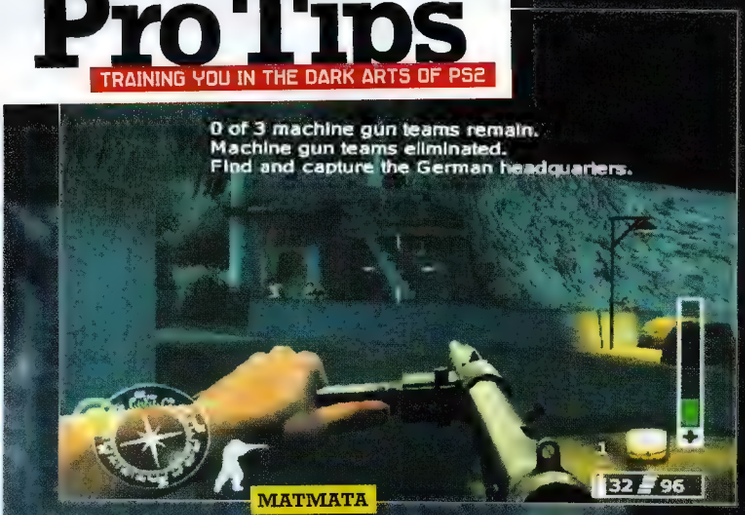
BRITISH MISSIONS

01: MATMATA

1 A new area, a new character, a new emphasis: explosives. Crouch low and nip up to the loose gang of Nazi guards, trying not to be seen (it's not the end of the world if you are). Lob a grenade and bedlam follows. Three machine gun teams will man gun emplacements and you need to take them out. Two of them on the left side at ground level and the third is on a roof just after. Hopefully you've used grenades a little bit in the game so far, and you can judge distances with some degree of accuracy. Worst case scenario, just take your best guess.

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2



MATMATA

watch for the explosion and keep adjusting the angle of you crosshairs until you get it right – but don't use them all. If you're a bit sluggish, your mates will actually take them out perfectly well themselves. Scour the area for health packs – especially within the gun emplacements.

2 The next problem you face is a Panzer tank circling the streets. Stay out of the way of its guns, wait for it to trundle away, get as close as you dare and throw a sticky bomb onto it. It might take more than one. If you don't like the idea of running behind it, get up on the rooftop for a decent angle. Once it's destroyed, move up to the HQ, but be prepared for an ambush. When you get close, the shutters and doors open and you'll take fire. Again, grenades are useful. Once you clear the ground floor, you can move through the building and leave by the back door, triggering a checkpoint.

3 High on the right side are two Nazis who will chuck a grenade down at you. On the bright side, they both drop health packs when dead. When you get to the door of the communications post, look up and to the left for a rooftop soldier to kill before entering. Clear out the interior and Starkey will order you to place a charge on the antenna. It's outside, around the corner. All you have to do is press ⊗ by the red flashing thing, then stand behind it so it doesn't crush you when it topples and smashes through the wall.

4 Stay behind the wall and pick off the Germans, then move into the city. Go street by street, watching out for the occassional rooftop Nazi, and clear the machine gun nests. You'll need to man one yourself, overlooking the fenced-off courtyard. Fire away until you've nailed them all. Once clear, head in, looking for the generator. Use the same trick as the antennae, set the charge and peg it.

02: DEPOT SABOTEURS

1 This is a tricky mission and no mistake. A gang of soldiers will appear on the balcony of the building Starkey charges towards. You and your mates will take care of them easily, then you can rush up and pillage the small room for land mines. Starkey bursts through a window and charges like a mad fool for the next building along, so cover him then join him. Now you get to the first difficult bit.

2 Two tanks prowl nearby in fixed circular routes. You need to destroy them with land mines without getting smeared into the dust. First things first, lurk behind a pillar and shoot as many Germans as you can see on the building across the street – you'll be going across there in a minute. You might want to back off when you hear a tank getting near, because a cannon blast will damage you even if you're hidden behind a column. It's worth watching the tanks carefully to learn their pattern and timing. You absolutely do not want to run behind one tank only to have the second roll up and blow you to kingdom come. When one passes, run really close up behind it and drop a mine where it just was – then run away and wait. Eventually it will come back around and get trashed. Repeat.

RAIDING THE FORTRESS

DEPOT SABOTEURS

TOP TIP!

Whenever you get hit, your movement slows right down. So running across open ground is always dangerous and requires caution.

3 Time for the third tank. Lob a grenade from on top of the three storey building. Don't stand right by the rear wall because the Panzer will see you and start blasting. Aim just higher than straight ahead and you should hit it. Once it's dead, you can go down and rush the fuel depot, but there's a machine gun emplacement on the left side, so stay as much to the left as you can to stay out of his line of sight until you get close enough for a quick grenade toss or blast of gunfire to finish him off.

4 The street up to the depot is a corridor of death. Another machine gunner has an excellent position and he's too far away to grenade. You can cut down an alleyway on the left for some of the way, but then you'll have to run across the road to the archway once his attention isn't on you. Through the arch is a walled enclosure with some health and ammo. From the corner position you can creep closer, crouch down and aim with greater accuracy through the wire fence.

5 Now you've got a free run at the depot, enter and blast the Nazis in there to hell. Clear the small building out, pick up anything you need and leave by the back door. The next section of the mission is no walk in the park either. You're supposed to set charges on five caches of fuel, but of course each one is vigorously defended by those damn Nazis. Something that works equally as well is just using sticky bombs from cover wherever possible. This works well on the first three caches you see, but it gets trickier after that.

6 It's possible to climb up the rocky hillside on the left of the depot, avoiding the machine gunner there, until you can work your way around close enough to take him out. The penultimate caché is right behind his position, and it's a short jog across to the last one, which you can manually detonate with a charge. All that remains is for you to run back the length of the depot and board the jeep that arrives.

03: A DESERT RIDE

1 After killing the sniper and picking up the two nearby health packs, the rest of this mission is entirely spent using the jeep's mounted gun – an on-rails shooter, if you like. It's a breath of fresh air; much easier and quicker than anything thus far. You have infinite ammo , so you may as well hold the trigger down for the duration.

2 When in doubt, always aim for the trucks and listen to the comments Starkey makes. Stukas bomb you, but always from 12 o'clock high, so keep one eye out and your gun will tear through them.

04: RAIDING THE FORTRESS

1 Go left, pick up Peterson and Robbins and get the health pack and ammo behind the sandbags. Wait until the halftrack gunner is reloading, then run across to the left wall. Move up until you see a barrel, wait for a soldier to run towards you, then shoot the barrel to get him and his two unseen mates. Keep going up and kill the hapless halftrack gunner from the side, then work your way around to the left until you reach those middle steps. Three more Germans run down the steps, two of which will leave behind stielhandgrenaten when they die.

2 Go inside the enclosed area up the stairs, grenade the right-hand machine gunner over the low wall, hop to see the left-hand one and kill him too. Go around to left again, grenade the machine gunner over the wall, quickly run around left, through the windy passage until you see the steps. Behind the sandbags near the steps is another health pack. Clear the area, run up the steps, grenade the room and clean out survivors. The machine gunner drops a health pack, which is nice of him. Go upstairs again to meet Sgt Dehart.

A DESERT RIDE

3 Back down to ground level and advance on the point where the Germans are flooding in. Take as many out as possible, dash in, plant the bomb with ⊗, then run out again. Stukas will bomb your reinforcements, and you have to protect DeHart until the message comes up saying reinforcements have arrived. Heal him if necessary by standing close to him and pushing ↑. Go around to the halftrack, plant a second bomb and then quickly retreat to a safe distance. To finish the mission, move through the gap that your bomb created until you see stairs leading down. Chuck a grenade down there to loosen up the resistance and charge in spraying bullets to finish them off.

AMERICAN MISSIONS

01: FIRST CITY TO FALL

1 This mission requires you to protect an M12 mobile artillery thingy. Basically a tank with an even bigger gun. That's easier said than done, with anti-armour lurking in every shadow. When you reach the first corner, look for a gutted building on fire and enter for your first health pack, then sit tight and wait for the tanks to shoot at the building on the right. Head in and pick up another health pack on the ground floor in a back room. Don't rush up the stairs, throw a grenade up first, aiming to hit the top of the stairs. When you get up there, the second room on the left has an MP40. The last room on the left has a third health pack and the last door on right is anti-armour central.

2 Back outside, follow the tanks to a courtyard, running ahead of them as quick as you can so you can get into a good position before the Germans flood in. Hug the right wall, finding the corner with the health pack for cover. An anti-armour will stand right in front of you, kill him and another on the right hand side, then two who run through the arch in the centre, and lastly one who runs over the barbed wire on the left. Find a health pack in the corner near the last guy. On the right wall is an open green door, find ammo and health within. Move through the arch until you trigger the tank's movement, but stay in the courtyard. Look over the barbed wire on the left as the tanks move around the corner and you might see some Germans running behind some sandbags for rockets. Sometimes they're killed before they get there. If not, take them out as quickly as possible then run around to the right (over the dirt hill) and outflank the soldiers there.

3 Once the whole area is clear and you've picked everything up, move cautiously down the street. The first group of anti-armour infantry can be taken fairly easily with grenades while standing behind

the tanks. Aim low between the tanks, and between the tank and the right wall. Stand back and grenade the hole in the wall where the Germans pour out until they stop. Two rocket men remain in there, so wait for your tank to move past, blasting away at them, then rush in and take them. Pick up the health pack in here, but don't delay following your tanks to the corner (on the left is another health pack), because the third storey anti-armour guy keeps firing and doing damage, unlike the first building raid. Yep, another building raid.

4 One of your tanks will blow a hole in the wall through which you can enter. Carefully clear each floor, going upstairs to find two anti-armour guys. Once dealt with, go to the basement (checkpoint) and make your way through the tunnels, clearing the way ahead with grenades. Watch out for the anti-armour guy in there who'll fire rockets at you. There's a health pack along the way, and when you get back above ground you'll have to use a machine gun emplacement to take out legions of soldiers, paying particular attention to the anti-armour guys, of course. Once they're all dead, the M12 will shell the central building – but it's not over yet, because out of the manhole cover will appear three more anti-armour dudes, so take them all out with a grenade if you've got the timing, or else just shoot them. Jump down into the sewers to end this gruelling mission.

02: UNDERGROUND PASSAGE

1 The first ladder shouldn't be too exhausting to find, so plant the charge and stand well back then pick up the nearby ammo and health and move cautiously down the spiral staircase. There's a health pack in a nook on the right, so clear this first room, but watch out for two soldiers on a walkway above you. Go upstairs to where they were, destroy the second ladder, and use this elevated position to pick off Germans behind cover in the large open room beyond. At this point in the game they'll take quite a few bullets to kill and the longer the range the less accurate you are, so ammo can be an important issue.

2 It's a tough room to get through and tough to get out of again, but at least there's a health pack half way along one wall. The Germans can and will grenade the hell out of you, so sitting still behind one of the pieces of cover in there can be a very bad idea. After you kill the first bunch don't charge in because reinforcements will pour in from the back room, so get to an elevated position and pick them off. When you get to the doorway to the back room throw a grenade in to kill the guy with the huge machine gun first. Voila you're at the third ladder. There's another health pack here. Yet more Germans will be in the big room as you make your way out of it, moving from cover to cover. Be careful.

3 There are two ways into the curving sewer section. Take the high route and kill as many as you can before going back down the low route, (a machine gun nest stops you going all the way), making sure to get the health in the corner. Move from pillar to pillar, avoiding the line of sight of the machine gunner, trying to get right up close to the back wall, where another health pack sits. Nip up the stairs and attack the entrenched Nazis from the side with any weapon you deem suitable. Move through the next passageway, triggering a checkpoint on the way and you'll get a new objective – to save pinned down GIs.

4 It's easy enough to save them, since mostly the Nazis are facing away from you, but be mindful that if the plucky Yanks all die you'll fail the objective. Be ready for Nazi reinforcements to arrive after saving your compatriots, and once they've been taken care of make your way around to the last ladder, and another mine-style tunnel which is absolutely rammed with enemy soldiers. Close quarters means you shouldn't miss, and they only appear one or two at a time, but there's an awful lot of them.

03: SURRENDER AT AACHEN

1 There's lots of obviously placed health packs dotted around this section of buildings. We won't list them all, but they aren't hidden. When you reach the first locked door, let your mates open it, stand back and they'll toss a grenade in. In that room, the left door leads to a little room with a teddy bear. The right door leads to a new room. Same deal, let them open the door and throw a grenade inside. This room has another door leading to the roof.

2 Kill the oblivious machine gunner and his mate, then use their machine gun to protect those 1st division tanks, targetting anti-armour as your main priority. Run up the plank, around to another door (watch it gets destroyed again, at full). Quickly get down to the second floor, killing Nazis as they rush you. Turn the corner and take out the anti-armour guy, but don't relax, there's a second one through the door on the left. Keep going down, the bottom floor has four Nazis well dug in behind cover. Flush them out with some grenades.

3 When you exit onto the street there's another of those beloved checkpoints. However, you're back to escort duty. If you die and restart from here, the M12 has full health again. Take cover behind the tanks, there are plenty of machine gunners in windows who can rip you to shreds. The first anti-armour guy runs around the lead tank and to the right, near the dirt mound after the building ahead gets blasted by your tanks. Two more lurk behind a corner on the left. When you get to the square, you need to outflank a Panzer emplacement.

4 Run to the left, find an open doorway, and go right through the house to the street on the other side. When you emerge on the first floor, there'll be a Nazi on a balcony behind you, so be aware. There are loads hiding behind a series of broken walls, so well-judged grenades will help a lot. Watch out for their grenades too. There's quite a crowd, and they're well-hidden, so this is probably the trickiest part of the mission. Your friends will help draw fire and throw some well-aimed grenades. They tend not to miss, and we mean never, but the smarter Nazis will sometimes dive out of the way if they have time.

5 Don't run around the corner too soon, because there's a machine gun emplacement there. Throw a grenade at it then search the dark alcove on the left for two health packs. Find the door you can open (a green icon will appear, it's pretty obvious) and prepare for immediate resistance. Grab any ammo you need. There's no-one on the stairs, so you can run up there hassle-free. On the top floor will be two anti-armour guys – easy prey, unless they somehow get a shot off at you. Kill them, take one of the rocket launchers and get two shots off at the Panzers before they turn around and return fire.

04: COME OUT FIGHTING

1 Slow and steady is the key. Keep as far away from your targets as possible, and take advantage of your infinite rockets and machinegun ammo. Remember your green health will regenerate if you hide somewhere safe and don't worry about your yellow shielding, it always vanishes quickly. Your first conflict is in an open field against half a dozen tanks. It's no challenge, as they'll be firing at your friends anyway. When you head onto the road shoot the flak cannons from maximum range – they'll be inaccurate, whereas you can hone your aim. You'll reach the town, again take care of enemy tanks from range. Don't be too proud to run and hide to get some health back.

2 When prompted, park in the gateway to the courtyard and take the right path to a door. Making your way upstairs is relatively simple, with little resistance. The three gunners are in two rooms up there. A few Nazis will have appeared downstairs on the way out, so scoot along back to your tank and head on along the road. When you get to the second part of the town, seek out the flak cannons (although your fellow tanks are more than capable of destroying them themselves), then follow the map marker and park for a second time.

3 Be careful when you run around the corner, a machine gun emplacement will open fire. Crawling flat on your stomach can help avoid getting hit. The door is immediately on your left, but when you open it a Nazi will be waiting at the top of the stairs. When you get to the top of the stairs, there'll be a long corridor on the right with doorways lining both sides. Germans peek around these and open fire, so take careful aim and kill them one by one. The anti-armour guys are all in rooms on the left side, but don't forget to check the last room on

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ROAD TO REMAGEN

the right for three health packs. You'll need them because there's about to be a massive tank assault on your building.

4 Don't stay by the windows between shots, retreat out of sight, and use L1 to aim. You don't have to be bang on, even clipping a tank wipes it out. Once they're all dead, return to your own tank and move on to the third part of town. Two groups of four tanks patrol this area and you have to find and eliminate them one by one. Anti-armour infantry will pop up, but they're easily dealt with if you pay attention to the direction they're hitting you from. Your last goal is to defend the church, which really just means kill another group of Panzer tanks.

05: ROAD TO REMAGEN

1 Classic street fighting which you should be well used to by now. The first thing to do is grab the health pack by the wall in front of you – combat is imminent. A kind of armoured trike will skitter up and dump a gang of Nazis into the road. They will scatter for cover, but zooming in will make picking them off an easy prospect. A little further down there's a fork in the road and a stream of Germans will pour from the right across both streets, heading towards the bridge. You can use grenades and gunfire to interrupt them, and kill as many as possible.

2 Clearing the left-hand side street of enemies will reap exciting rewards – a G43 sniper rifle and a decent supply of ammo. This will heavily influence your approach for the rest of the mission. Keep moving left, and you'll find yourself overlooking the intact bridge, much to your surprise and delight. This lower area is fairly open with a lot of spike railings and two machine gun emplacements, which you should take care of immediately with your sniper rifle. Watch out for gunners running in. The tunnel is the way forward, but you'll first want to explore for ammo, grenades, health packs and first aid kits.

3 Run down the tunnel to trigger a checkpoint and about two thirds of the way down take cover in one of the nooks on the side, because Germans will appear and start firing up at you. Pick them off, but don't run out willy-nilly, because there's a machine gunner on the right. If possible, let your friends grenade him for you, then run over there and use it on the remaining Germans ahead. Once again take your time exploring and stocking up. You should never have a single bullet less than full ammo. There are some steps up to a courtyard, but down the sloping road behind a big gate is a massive Browning .30 machine gun. Take it or leave it at your discretion.

4 When you climb the steps, do so gingerly, because a large gang of Nazis will attack as soon as you pop your head up. Immediately retreat and lob a grenade, then pick the survivors off one by one. Go left around the large building; that will exit behind a gun emplacement. Knock off the gunner and use it yourself. There's only one way forward through the archway. As you advance, a handful of Nazis will charge. There's a hidden room on the right with a health pack that's easy to miss and a box of Browning .30 ammo on the left.

5 See the building on the right with the smashed windows? That's the Rathaus. Get ready to run inside, because two King Tiger tanks will come around the corner in a minute. You'll need to rush inside and find cover quickly, because not only will the King Tigers shoot at you from behind but there are Germans lurking in the ground floor. You don't have time for subtlety or stealth. Make sure the coast is clear before moving upstairs. There are around four soldiers on the top level who can cause you grief but you can take cover behind the low wall. Your last task is simply to pick up the Panzerschrect ammo, open fire on those two Super Tigers and exit the Rathaus when they're dead.

06: LAST BRIDGE STANDING

1 Yet another tank escort mission. This time, one of them has a bulldozer-like scoop at the front and that's the one that needs to be protected. Once again, the tanks only move forward when you do, in short bursts. Dart a few paces down the street, then run back and around the corner, well out of danger. The tanks have enough firepower to handle the German troops down there, then you can go pick up the pieces. On the right side there's a dug-in machine gunner you can grenade from around the corner. When you approach the open area, make sure you have plenty of MP40 ammo and a Panzershrect with as many shots as you can find. The reason will soon become clear.

2 Almost straight ahead of you is a building with a machine gun nest. It's too far away for normal firearms. Take careful aim, zoom in and aim for the middle. You'll know if you hit him by the red flash on the screen. There's a chance another soldier will run in and man it. There's also an anti-armour guy just to the left of where you're heading, so use a rocket on him too if you feel vindictive. When you're sure the building ahead is clear, run inside and look in the top right corner – aha! A sniper rifle. You can use this to clear the rest of the square, including the machine gun emplacement in the far left corner. Take your time, pick your shots (you'll get more ammo for it later). When it's all quiet run to those landmines and disable them with ⊗.

3 Your tanks will blast a way through the barricade. Look to the right at the archway and be ready for two anti-tank guys to emerge. Take them out, scour the area for health packs and ammo and advance through the arch. There'll be a healthy amount of ground-level activity, but the danger here is really the Nazis firing from windows on high. There's a guy with a Kar98 in an attic window (look for the pointy roof). When you get to the next open area there are lots of anti-armour guys, including one on a balcony on the left side. Keep your eyes peeled – don't forget that gun emplacement on the left.

4 The tanks will go uphill to the right and get stuck. You have to cut left, through a graveyard. Before you take it on (it's packed with enemy troops), go down the road with the graveyard on your right and explore a nook on the left, which holds plenty of sniper ammo. There's also some in the corner, at the base of the stairs on the other side. In another nearby corner is a health pack. When you get to the other side of the yard, there's an alley, and a checkpoint.

5 As you round the corner there's a machine gun emplacement. Leave to the tanks. Take the steps down. There's a Browning .30 in the corner. We'd instead recommend the Panzerschrect further on, because two King Tiger tanks appear and need to be destroyed. Switch to the sniper rifle when you see an anti-armour infantry. Lead the tanks into the warehouse area, cut left and go around to clear out a group of Nazis. Going to the rear right corner earns you a health pack and some ammo and the warehouse opposite, Panzerschrect ammo and grenades. Waves of enemies appear from each warehouse at the end.

6 Inside the warehouses, you'll need to take it slowly and move looking (through your sniper scope) both at ground level and at the catwalks above. When you reach the end of the warehouse, find a doorway on the left and you can get into some of the catwalk area. There are some items here. As you leave, the tanks will trundle around a path and get fired on by gunners in towers. Don't worry, just run forward behind the lead tank and the level ends.

07: INTO THE HEARTLAND

1 You've got a very long, straight bridge to cross and absolutely loads of Germans to kill while you do so. In fact, one of the first things that happens is that loads of enemy soldiers retreat along the bridge, moving to positions of cover. You can take loads of them out from behind if you're quick on the draw with the sniper rifle (you should still have one from the last mission). When you start to advance, take cover behind the pillars lining either side and keep sniping. If you've restarted and lost it, either reload your game, or kill the German sniper who stands a little way down the left-hand side and take his. Whenever a gang of Germans takes cover together, use grenades to wipe them out. Otherwise, your rifle will serve you extremely well right to the end, where you'll find a whole crew of machine gunners.

2 The machine gun nest will blaze away at you. Peek around the corner so only one can see you at a time. The gunners will get replaced once or twice. Once they're all dead, run to the end and you'll get a health pack. Enter the tower on the left, climb the stairs for more health and ammo, then move down the spiral staircase.

3 This lower section is full of soldiers, including several who will attack as you round the corner. You are on higher ground, but there are loads of places to hide and they'll move around. There are three health packs down there when you have killed them all. Climb the other set of stairs, but don't move too far forward – just ahead of you is a long, narrow tunnel, through which will pour loads of Nazis. Hide around the corner, aim around head height and just blast them with your MP40.

4 Check the tunnel with your scope before moving along it. You'll end up in another area that's almost identical to the first tower basement. This time there are lots of first aid kits rather than health packs. Once again, you have to climb the other staircase – this time it corkscrews up the height of the tower. Soldiers will run around the corner at regular intervals, so make sure you kill them quickly before the next one joins in the fun. At the top of the tower is a ladder.

5 At the top of the ladder is a machine gun emplacement, your final mission objective. You can't fire your gun while on a ladder and a grenade won't work. If you miss, you might get caught in the blast. Get your MP40 ready to charge up the ladder. When you get out in the open don't stop because you might still be on the ladder and won't be able to fire. Move a little way across the roof then empty your clip into the handful of soldiers there. Once they're dead, make sure your health is respectable, and press ⊗ next to the anti-aircraft guns. Waves of Stukas will try to bomb you. Repel them. Once they're all dead, lower Old Glory and that's it. You've done your country proud, soldier.

TOP TIP!

Always pick up an MP40. It's a fantastically powerful weapon and there's loads of ammunition, so you'll never run short of it.

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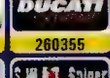

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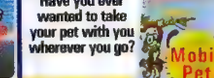

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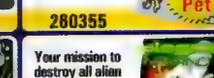

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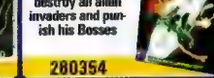

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CHART	MONO	POLY
NOTHING HURTS LIKE.. - d. bedingfield	114915	124915
LEAVE (GET OUT) - jojo	114198	124198
THESE WORDS ARE... - n. bedingfield	114346	124346
LOVE MACHINE - girls aloud	114508	124508
LEFT OUTSIDE ALONE - anastacia	113616	123616
RADIO - robbie williams	114717	124717
YOU WONT FORGET ABOUT.. - d. minogue	114923	124923
STAY WITH YOU - lemon jelly	114980	124980
TEARDROPS - the 411	114942	124942
SICK AND TIRED - anastacia	114205	124205
MORE MORE MORE - rachel stevens	114661	124661
SUMMER RAIN - sinitoe minx	114487	124487
LOCK UP YOUR DAUGHTERS - n. n. door	114903	124903
OUT OF THE BLUE - delta goodrem	114850	124850
THESE KIDS - joel turner	114796	124796
LADY BUMP - kath & kim	114139	124139
EVERYTIME - britney spears	114022	124022

HIP HOP	MONO	POLY
GANGSTERS PARADISE - coolio	111128	121128
MY PLACE - nelly	114500	124500
P.I.M.P - 50 cent	112599	122599
HOW COME - d12	114109	124109
MILLIONAIRE - kelis	114458	124458
HEY YA - outkast	113176	123176
TIPSY - j-kwon	113648	123648
MY BAND - d12	113795	123795
SUNSHINE - twista	114310	124310
LETS GET IT STARTED - black eyed peas	113232	123232
FORGET ABOUT DRE - dr dre	111138	121138
WHERE IS THE LOVE - black eyed peas	112890	122890
INTO YOU - fabolous	112916	122916
ROSES - outkast	113806	123806

ROCK	MONO	POLY
SWEET CHILD O MINE - guns n roses	111258	121258
BLACK BETTY - spiderbait	113781	123781
SHE WILL BE LOVED - maroon 5	114236	124236
NOVEMBER RAIN - guns n roses	112596	122596

CLUB CLASSICS	MONO	POLY
INSOMNIA - faithless	111569	121569
LET ME BE YOUR FANTASY - baby d	113015	123015
ITS LIKE THAT - run dmc vs jason nevins	112801	122801
ZOMBIE NATION - kernkraft 4000	111252	121252
ANOTHER CHANCE - roger sanchez	111275	121275
SANDSTORM - darude	111290	121290

ESSENTIAL	MONO	POLY
SATISFACTION - benny benassi	112751	122751
HEAVEN - dj sammy	112229	122229
IN DA CLUB - 50 cent	112440	122440
DILEMMA - nelly feat. kelly rowland	112221	122221
LOSE YOURSELF - eminem	112289	122289
CRAZY IN LOVE - beyonce knowles	112707	122767

CLUB CLASSICS	MONO	POLY
INSOMNIA - faithless	111569	121569
LET ME BE YOUR FANTASY - baby d	113015	123015
ITS LIKE THAT - run dmc vs jason nevins	112801	122801
ZOMBIE NATION - kernkraft 4000	111252	121252
ANOTHER CHANCE - roger sanchez	111275	121275
SANDSTORM - darude	111290	121290
9PM TIL I COME - atb	111158	121158
DA FUNK - daft punk	111499	121499
SING IT BACK - moloko	111358	121359
WATERFALL - atlantic ocean	113704	123704
AYLA - oyia	111708	121708
SHAKE IT - lee cabrera	112606	122606
DREAMER - livin joy	113741	123741

NU-METAL	MONO	POLY
I MISS YOU - blink 182	113552	123552
ALWAYS - blink 182	114029	124029
GUILTY - the rasmus	114347	124347
1985 - bowling for soup	114758	124758

INDIE	MONO	POLY
FOUR TO THE FLOOR - starsailor	113588	123588
BITTER SWEET SYMPHONY - the verve	111292	121292
MARY - scissor sisters	114541	124541

CHILLOUT	MONO	POLY
CHILDREN - robert miles	111361	121361
NOW WE ARE FREE - gladiator feat lizzy	113918	123918
BRAVEHEART - dj sakin	111719	121719
LAZY - x press 2	111897	121897
MY VISION - jakatta feat. seal	112169	122169
UNFINISHED SYMPATHY - m. attack	112438	122438

REGGAE	MONO	POLY
TURN ME ON - kevin lyttle	113100	123100
I'M STILL IN LOVE.. - sean paul ft wanda	113410	123410
ANGEL - shaggy	111114	121114

URBAN	MONO	POLY
DRY YOUR EYES - the streets	114175	124176
STAND UP TALL - dizzee rascal	114390	124390
BLINDED BY THE LIGHTS - the streets	114718	124718
YOU'RE FIT BUT DON'T ... - the streets	113808	123880
FIX UP LOOK SHARP - dizzee rascal	112937	122937
BABY BOY - big brovaz	112658	122059
THE IRONY OF IT ALL - the streets	114351	124351
BAD ASS STRIPPA - jentica	114190	124190
FAVOURITE THINGS - big brovaz	112560	122560
ON MY KNEES - the 411	113925	123825
GIRLFRIEND'S STORY - gemma fox	113952	123952
JUS A RASCAL - dizzee rascal	113220	123220

R'N'B	MONO	POLY
BABY CAKES - 3 of a kind	114427	124427
MY NECK MY BACK - khia	112416	122416
YEAH - usher feat fudocris & lil jon	113546	123546
BURN - usher	113800	123800
CONFESSIONS PART 2 - usher	114219	124219
F*** IT (I DON'T WANT ..) - eamon	113519	123519
BABY BOY - beyonce feat sean paul	112933	122933
I DON'T WANT TO KNOW - mario winans	113805	123805
HAPPY PEOPLE - r kelly	114184	124184
F.U.R.B - frankee	113917	123917
MOVE YA BODY - nina sky feat jabba	114218	124218
HOTEL - cassidy feat r kelly	113514	123514

DANCE	MONO	POLY
CALL ON ME - eric prydz	114436	124436
MY MY MY - armand van helden	114619	124619
COME WITH ME - special d	113676	123678
FLASHDANCE - deep dish	114673	124673
DO YOU KNOW (I GO CRAZY) - angel city	114819	124819
LOLA'S THEME - shapeshifters	114192	124192
BETTER THAN LIFE - ultrabeat	114377	124377
TAKE ME TO THE CLOUDS.. - lmc vs u2	113456	123456
PUMP IT UP - danzel	114845	124845

CHRISTMAS	MONO	POLY
I WISH IT COULD BE XMAS.. - wizard	111521	121521
LAST CHRISTMAS - wham	111525	121525
MERRY CHRISTMAS - slade	111552	121552
DO THEY KNOW ITS XMAS band aid	114546	124546
ALL I WANT FOR CHRISTMAS - M. carey	114651	124651
SANTA CLAUS IS COMING..	111531	121531
FAIRYTALE OF NEW YORK - the pogues ..	113148	123148
SO THIS IS CHRISTMAS - john lennon	111528	121528

TV	MONO	POLY
THE SIMPSONS	111132	121132
ONLY FOOLS AND HORSES	111369	121369
MISSION IMPOSSIBLE	111121	121121
DIRTY DANCING	111249	121249
AXEL F - beverley hills cop	111601	121601
GOOD BAD AND THE UGLY	111181	121181
EXORCIST - exorcist	111871	121871
THE A TEAM	111115	121115
ALWAYS LOOK ON THE BRIGHT.. -m. python	113885	123885
PHOENIX NIGHTS	112364	122364
BENNY HILL	111139	121139
JAMES BOND	111119	121119
SEX AND THE CITY	111673	121673
TOP GUN	111860	121860
PINK PANTHER	111133	121133
MUPPETS	111134	121134
THE ITALIAN JOB	111622	121622

HOTTEST TONES

	MONO	POLY
JUST LOSE IT - eminem	114789	124789
LOSE MY BREATH - destiny's child	114703	124703
YOU CAN DO IT - ice cube	114816	124816
MY BOO - usher and alicia keys	114730	124730
MY PREROGATIVE - britney spears	114715	124715
I'LL STAND BY YOU - girls aloud	114898	124898
TILT YA HEAD BACK - nelly &..	114869	124869
HUNGRY EYES - eyeopener	114945	124945
NOTHING I WON'T DO - spacial d	114411	124411
DJ - jamelia	114680	124680
THE WEEKEND - michael grey	114868	124868
NOBODY'S HOME - avril lavigne	114700	124700
I LOVE THEM HOES - eamon	114088	124088
UNWRITTEN - natasha bedingfield	114771	124771
I BELIEVE IN YOU - kylie minogue	114900	124900
DREAM - dizzee rascal	114938	124938
NEVER REALLY WAS - m. winans	114405	124405
WELCOME TO MY TRUTH - anastacia	114721	124721
RIDE IT - geri halliwell	114997	124897
SUNDAY MORNING - maroon 5	114866	124866
CURTAIN FALLS - blue	114930	124930
VERTIGO - u2	115004	125004
BABY IT'S YOU - jojo feat bow wow	114899	124899
COULD WELL BE IN - the streets	114941	124941
MISUNDERSTOOD - robbie williams	114955	124955
BRIDGING THE GAP - ms	114995	124995
BOWTIE - outkast	114803	124803
ANGELS - jessica simpson	114966	124966
HOTRIDE - prodigy	114905	124905
FIRST DAY OF MY LIFE - the rasmus	114907	124907

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LAST CHRISTMAS	
MERRY CHRISTMAS	
FAIRYTALE OF NEW YORK	
ALL I WANT FOR CHRISTMAS	
SANTA CLAUS IS COMING TO TOWN	171531
SO THIS IS CHRISTMAS	171528
RUDOLPH THE RED NOSED REINDEER	171530
WE WISH YOU A MERRY CHRISTMAS	173150
CHRISTMAS TIME	173312
SANTA BABY	173145
FROSTY THE SNOWMAN	171508
WHITE CHRISTMAS	171533
WINTER WONDERLAND	171534
LITTLE DRUMMER BOY	171527
HAVE YOURSELF A MERRY LITTLE XMAS	171522
DECK THE HALLS	171523
SWEET CHILD O MINE	171259
BURN	173080
YEAH	173546
TURN ME ON	173100
SHE WILL BE LOVED	174236
MY PLACE	174500
LEAVE (GET OUT)	174198
BUILD ME UP BUTTERCUP	173089
BAT OUT OF HELL	171286
I DON'T WANT YOU BACK	173519
GANGSTERS PARADISE	171128
BABY BOY	172933
LOLA'S THEME	174192
HOTEL	173514
P.I.M.P.	172589
I DON'T WANT TO KNOW	173805
HOW COME	174169
HEY YA	173176
SATISFACTION	172751
MY BAND	173795
NOVEMBER RAIN	172596
IN DA CLUB	172440
ALWAYS LOOK ON THE BRIGHT	173865
LEFT OUTSIDE ALONE	173616
HEAVEN	172229
LOSE YOURSELF	172289
MANDY	173228
I'M STILL IN LOVE WITH YOU	173410
EVERYBODY NEEDS SOMEBODY	173783
CRASHED THE WEDDING	173151
PINK PANTHER	171133
BECAUSE I GOT HIGH	171454
F.U.R.B	173917
SICK AND TIRED	174205
DILEMMA	172221
U CANT TOUCH THIS	171616
RHYTHM IS A DANCER	172485
WHERE IS THE LOVE	172890
LETS GET IT STARTED	173232

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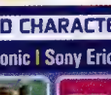

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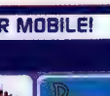

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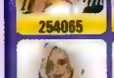

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EASTENDERS

Alfie Moon	251658
Kat Moon	253283
Spencer Moon	252325
Mickey Miller	252767
Dirty Den	251482
Zoe Slater	252770
Kareena Fowler	252816

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35 THINGS YOU MUST DO

You haven't beaten 'Dreas until you've visted the seven pins...

OG

GUNS. GANGS. GIN. JUICE.

IT'S DOPE. IT'S DOPE. IT'S DOPE.

Chig-adi-check yo' self, before you wet yo' self homies. Yo! Welcome y'all to my crib. Yeah, aiiight, I know the hizzle, is lookin' like shizzle right now, but I had a lotta ho's here last night, for a partaay. You know, *real* women. Not those sausage-hiddin', supple bodied, silky smooth... erm... hispanic mo' fo's that I met in jail. Well, anyhow I'm talkin' to this 'yatch and she was laying down all da' things I ain't ever seen in San Andreas. Man, that crazy ho' was talkin' 'bout flying bikes, suicide jumpers an' a huge erm... 'chicken' dat she photographed in Las Payasadas. She was droppin' words about all kindsa shit! Dude, she musta bin trippin'. But I think we should go check it. Cos' as you know, I'm all about the... 'chicken'. Let's go, playas!

01 HEADLESS HOMIE

You'll need to grab yourself a katana sword for this one. You'll find one behind the 69 cent store in El Corona, Los Santos. Find a two-player icon (there's one outside Denise's house), then hack at CJ with player two until he's wasted. When you return to the action, CJ will be headless, with blood gushing from his open wound.

02 PICTURE ME ROLLIN'

Grab yourself a camera from CJ's house in Grove Street. Go outside and find one of the Grove Street Family homies (the ones in green clothing). Go over to one of them and press ↑ to recruit him. Stand next to him with your camera ready and prompt will appear to press . This will make him take a picture of CJ.

03 SNIPE AT THE MOON

A recurring feature within the *GTA* series is the expanding moon trick. Obviously, you need to wait until nightfall and you'll need to acquire a sniper rifle. Look at the moon through the lens of the rifle and shoot at it. The more times you shoot it, the bigger it'll go. If you shoot too many times it'll just go back to it's original size.

04 TWO-TIMING MO' FO'

If you get yourself two girlfriends you could end up in trouble. If you take one date to another girl's neighbourhood, there's a small chance that the other girl will appear and chase you down. If she manages to catch your adulterating ass, it'll ruin the progress with both girls. Damn.

05 LAS VENTURA'S SUXX

A porn-tastic blast from the past can be found in Las Venturas. Get yourself down to the Old Venturas Strip (near the Burger Shot restaurant) and look up at the building. And there she is, an illuminous incarnation of Candy Suxx from *Vice City*. It's best appreciated at night so go take a look after sunset.

06 MIDNIGHT COWBOY

Head a bit further down the strip of road where you saw Candy Suxx, and you'll find another *Vice City* resident, Avery Carrington. The huge pink structure has more relevance than you may think. You see, Las Vegas (on which Las Veturas is based) also has a famous neon cowboy in it. Clever.

07 FACE VALUE

Once again this takes place in the gambling central of *San Andreas*, Las Venturas. Get yourself inside the Four Dragons Casino and head to the electronic gambling games. You can play poker on these arcade machines. The Kings, Queens and Jacks of the 52 cards are all represnted by characters from *GTA3* and *Vice City*.

08 UNHIDDEN PACKAGES

Remember the 100 packages that you had to find in *Vice City*? They're easier to find here. There's a shop in Los Santos that sells the little green bird things, Tiki. Head north from Denise's house, over the bridge to the Cluckin' Bell, then west a block. Look for a red shop with a Tiki statue on the front.

09 TOYS FOR BOYS

In Zero's RC shop, in San Fierro, there's a lot of merchandise relating to previous Rockstar titles. There are action figures of Piggsy and Cash from *Manhunt* and there's also a couple of Tommy Vercetti's from *Vice City*. Use the camera to get a real close-up of all the Rockstar paraphernalia. Coolest action figures ever.

10 ROCK-STARRY NIGHT

The best place to spot this constellation is on the top of Mount Chilliad. Just look up at the night sky and you should be able to see a star in the formation of 'R'. It's just another subtle of way of Rockstar's self preservation, but it still looks pretty from the top of the mountain.

11 HUNTING THE MAN

This'll only really stand out for the people that have played *Manhunt*, but it's here anyway. Go into the Ten Green Bottles bar in Los Santos and walk to the left-hand wall (the one with all the paintings). The black-suited fella, with the red eyes and gun is one of *Manhunt*'s Shock Troopers.

12 SUICIDE IS BRAINLESS

This is insane. Stand in a specific place in the alleyway near the gym in Las Venturas and look up to the building on the right. You can watch pedestrians spawn on top and then walk to their death. Rockstar North, when they were known as DMA, made classic puzzle game, *Lemmings*...

13 TRUE GRIME: STREETS OF LS

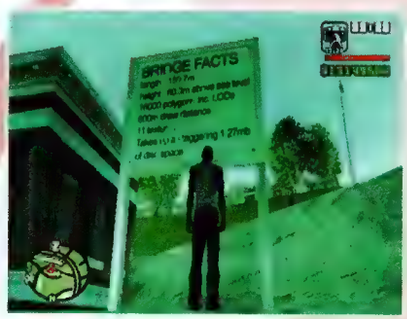
The billboard literally speaks for itself. The logo is an almost identical replication of the one used in Activision's *True Crime* (a game that tried and failed to be as good as *GTA*). You can find it above the railway station in Los Santos, as well as numerous other places.

14 DRIVEN TO DESPAIR

During the Madd Dogg mission you can hear a guy playing a videogame, and slagging off Tanner and 'Refractions'. This is a not so subtle dig at Atari's *Driv3r*, developed by rivals Reflections.

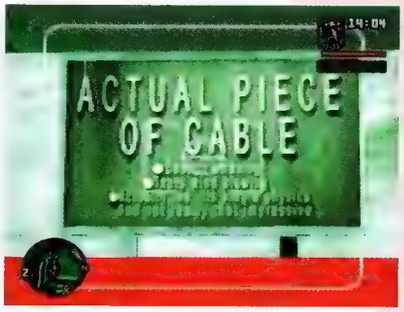
15 A BRIDGE TOO FAR...?

Drive along the north-west Golden Gate-style bridge from north to south, heading into San Fierro, then take the first left down into a little area with a diner. This sign can be found nearby, with some interesting facts. See the effort that went into creating *San Andreas*? Gosh, eh? Not that Rockstar are boasting. Perish the thought.



16 INTERESTING CABLE

In the same area as the bridge facts sign above, is an actual piece of cable. Er, yes. If it's a bit hard to read, here's what it says: "Oooh, amazing." "That's mind blowing." "Actually, no, it's simply physics and not really that impressive." Not quite sure what the point of this is, really...



17 MARRIAGE GUIDANCE

The gym in San Fierro must double up as a marriage counselling session, Take a close look at the Cobra 'Martial' Arts sign outside the building. Now read it again. Only people with an enormous amount of attention to detail will have noticed the spelling mistake the first time they saw it.

18 GTA: OUTBREAK

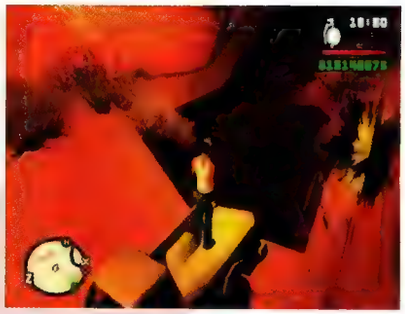
Go to the Cluckin' Bell in Downtown San Fierro, then head west towards a large, white building. Run round the building until you see the doorway, and go inside. You should see this sign which is a subtle reference to the *Resi Evil* series.

19 IMPRACTICAL JOKES

Whenever you go into any of the many bars and clubs, use your camera or sniper rifle to take a look at the posters and leaflets scattered around. A lot of them contain jokes. There are hundreds of these dotted around. If you see any really good examples, send 'em in.

20 LOST BAGGAGE

If you take a trip out to El Castillo Del Diablo (near the abandoned airstrip in Las Venturas) you'll find a mysterious scene. There you'll see a stack of bodybags in a freshly dug ditch. Is this the remains of some crooked cops? Or a group of freshly capped wiseguys? Or maybe it's just bags of old clothes that should've been delivered to Oxfam? Someone call Miss Marple.

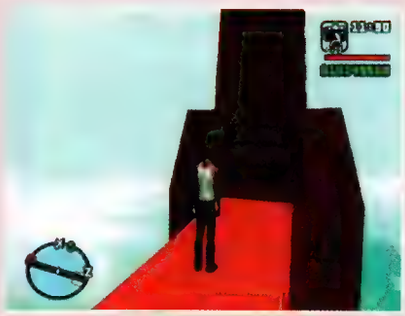


21 DEBT BUSTERS

If you get caught up in the happy haze of gambling, you may find yourself owing cash to mobsters. If you continue to stay in the red, you'll receive a phone call from the Casino's owners asking for their cash. If you don't pay up, they'll send a gang of hired goons to come and rough you up. Just like real life.... (probably)

22 NO EGGS IN SAN FIERRO

You'll need either the jet pack or a helicopter for this one. Fly to the top of the Gant bridge in San Fierro, and land/hover by the very highest horizontal bar. Look to the side of the vertical strut without the parachute and glance at the sign on the side. It's rather amusing.



23 TOM SHOOTS HIS LOAD

It's nothing but a bit of eye-candy, but it's definitely worth finding. Regular Tom is the name of the geyser to the west of the restricted zone. It offers no purpose, but it's funny to see the tourists take snapshots everytime the hot jet fires skywards. Just like being on your hols, eh?

24 BREAKFAST BONGO

There's nothing subtle about this advert for Biglogs Cok-o-pops. For starters there's a giant chicken being choked (geddit?) and it reads "Start the day with a mouthful of cok!" No thanks we'll just stick to the toast. Just the toast. Only the toast...

25 STAFF BENEFITS

As if it wasn't bad enough having to wear the chicken head in the Cluckin' Bell, the staff also have to wear this ridiculous T-shirt. Jump over the counter and walk up behind the employees to see this ridiculous slogan. Rockstar are such filth-merchants. Expect pirate merchandisers to be unloading these logo painted shirts in the near future.

26 A SALTY AFTERTASTE

At the dramatic end of the mission 'Reuniting The Families' you smash your car through a signboard advertising, ahem, Sprunk. If you come back to the scene of the stunt, one block west and north of the Binco in Los Santos, this is what you'll see. It's all about the sexual innuendo, dude.

27 THAT'S ONE MASSIVE COCK

The sign on the way into Las Payasadas is another dose of innuendo for you. But then, it is the home to the "World's Largest Cock", a mechanical chicken that stands tall and proud in the centre of town. Get these people onto the new Carry On movie, pronto.

28 LATE NIGHT SHOPPING

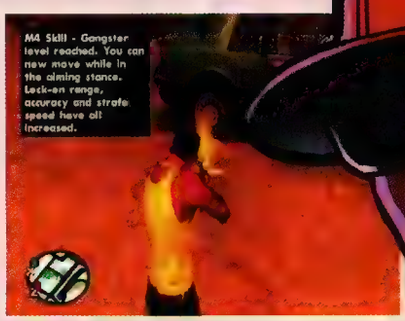
At the northern end of The Strip in Las Venturas, you'll find a sex shop full of tongue-in-cheek content. There's a filthy range of DVDs to ogle at through a camera or sniper rifle lens. And there's a piece of equipment on the counter that even Candy Suxx would have trouble with.

29 PLANE SAILING

If you can't be bothered to spend hours of agony completing the plane license tests, fear not because there's a simpler way. Climb over the wall at Los Santo airport and steal any of the planes that are hanging around. If you fly around the skies for long enough, you'll automatically be awarded the license without going to Flight School.

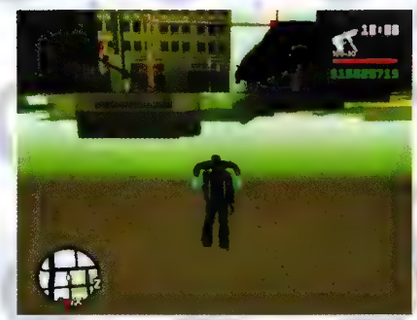
30 HOMEMADE GUN RANGE

It takes a while to hone your gun skills but there is a quicker way. Steal a car, and dump it somewhere quiet. Choose a weapon and then continuously shoot at the tyres. The car will never blow up – but be careful when using the automatic weapons because they'll spray the car itself.



31 DOWN LOW 1

There are quite a few 'holes' in the game, which lets you explore the whole map underground. One of these can be found at the mansion in the hills to the north of Los Santos (the one you can purchase) Go round the back and walk into the wall in the corner and you'll fall through it. If you're wearing a jet pack, you can fly around underneath the city.



32 DOWN LOW 2

Just as previous glitch, you can access this through the 'hole' near the Transfender Mod Shop in Las Venturas. Head east to a large building and you'll find a doorway on the southside. Again, just walk into the doorway and it'll transport you underground. Make sure you've got that jetpack handy or it's a lifetime in the void for CJ.

33 BE LIKE ET

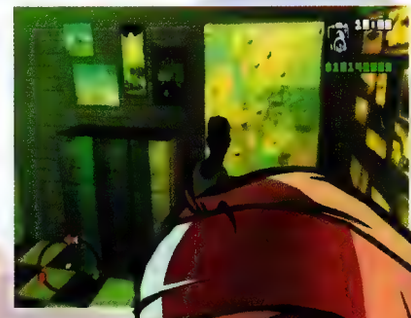
You need to make sure that you have enough bike skill to compete in the Mount Chiliad monutain bike race. Before you enter it, grab the parachute nearby and start the race. Instead of following the pack just turn left off the cliff. As you fall, press Ⓐ to get off the bike and quickly open your 'chute. You'll restart with the 'chute still open and riding the bike in zero gravity.

34 STRIKE A POSE

This is quite a strange glitch. When you're running with your camera out, tap and release Ⓐ but keep pressing forward. CJ will then freeze in his running animation, but you can still spin him around on the spot.
Just stop pressing forward to send him back to normal. If only there were a hidden game of musical statues, this'd be a winning tactic.

35 ORIENTEERING, GTA STYLE

This map can be found in Toreno's house or the Lil' Probe Inn. It's a map of San Andreas with seven pins in it. What does it mean? Where will it lead? If you know the answer, write in and tell us what it's all about. There must be a reason...



Special thanks to KONAMI

PRO DOJO

Are YOU better than *the best*? Our NEW Dojo is proving more popular than ever. Add your name to the rollcall of greatness!

LAST CHANCE!

We're compiling and amassing your tapes right now. This is the LAST CALL for entries for the new-look Pro Dojo – the place where you get to show off in front of PSM2 readers around the world. Take a look at the challenges and pick one you fancy. Or go for the lot WE DON'T CARE! And if you top our league you'll qualify for gaming goodies from Konami – yes, we're talking bagging the first *MGS3* or *PES5* right here! Don't delay go for it today!

e bigger and
S3 and *PES5* in
sue and you
oday.

YOUR CHALLENGES ARE...

Unbeatable at games? Put YOUR high scores to the test against team PSM2!

CHALLENGE #1

WE WANT
- Your highest Crash Mode scores.

RULES
- Tape your highest score on 'Cross Traffic'.

Cross Traffic is nice and early, so there's no excuse for not having a pop at this, reckons Dan G. Send us your best run on tape now!

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	9,000
YOUR NAME HERE	8,000
YOUR NAME HERE	7,000
YOUR NAME HERE	10,000

CHALLENGE #2

WE WANT
- Win a 10 minute death match against 10 bots.

RULES
- No cheats, any level, any weapon set.

Dan D says battle against the clock and a crowd of bots. Oh, and make sure they aren't set to the lowest difficulty. Cheats.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	9,000
YOUR NAME HERE	8,000
YOUR NAME HERE	7,000
YOUR NAME HERE	10,000

CHALLENGE #3

WE WANT
- Most goals in the first season of Master League.

RULES
- Must be on 5 star difficulty, any team.

You must use five stars, in ML DEFAULT Players mode. And don't try any cheeky editing – we can tell by just looking at the player AI.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	9,000
YOUR NAME HERE	8,000
YOUR NAME HERE	7,000
YOUR NAME HERE	10,000

CHALLENGE #4

WE WANT
- Your highest score on the Australia level.

RULES
- Any skater, no stat upgrades.

Use a bog-standard pro skater and rack up a mighty score. Keep it mixed. Andy doesn't want 20 minutes of flatland repeats.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	9,000
YOUR NAME HERE	8,000
YOUR NAME HERE	7,000
YOUR NAME HERE	10,000

CHALLENGE #5

WE WANT
- Your quickest victory against Busta Rhymes.

RULES
- No subway matches, any fighter, any arena.

Busta (or 'Magic' as he likes to be called) is a toughy, so Jorin wants you to KO him with as little fuss as possible, which is no mean feat.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	9,000
YOUR NAME HERE	8,000
YOUR NAME HERE	7,000
YOUR NAME HERE	10,000

MOMENT OF THE MONTH!

Of all the tapes we received this month, this one impressed us the most...

20 Points

WE'LL MAKE YOU FAMOUS!

This section is reserved solely for whoever impresses us the most each month. If you've muscled through a game mode in double-quick time, found a stunning shortcut or simply done something freaky in a game, you'll be featured here. Best of all, your imagination is rewarded with double points (20).

INSANE CHALLENGE OF THE MONTH

THIS MONTH: SAN ANDREAS

15 Points

The section where we get you to do fun things for kicks.

Start a new game and swim over to one of the unlocked areas (Bone County might be your best bet). When your stars shoot up to four, take the car of your choice and see how long you can last against the SAPD's finest. If you're feeling particularly mental, try scaling Mt. Chilliad with SWAT teams constantly on your ass.

LAST MONTH'S WINNER DANIEL DAWKINS

CHALLENGE ZONE

grand theft auto San Andreas™

10 Points

SHOW US WHAT YOU'RE MADE OF

The possibilities are endless in PS2's greatest game...

This bit of the page is 'specially reserved for YOUR *San Andreas* action. We're after insane stunts, crazy events, physics abuse, extreme customization, secrets and pretty much anything you can record. The top four every month earn 10 bonus points. Check page 24 for some ideas to get you started.

LEADER BOARD

1. **DANIEL GRIFFITHS** – 50 points
2. **DANIEL DAWKINS** – 40 points
3. **NATHAN** [illegible]
9. **WINDOW CLEANER** – 2 points
10. **POSTROOM TED** – 1 point

BUBBLING UNDER...

The Cleaners ..... 1 point (×10)

HOW SCORING WORKS

Points are clearly labelled – so you get 10 points for winning a challenge, while second place earns 8, third earns 6, fourth earns 4 and fifth earns 2. Our special sections are worth more – up to 20 points – ie. double – and get you on our DVD directly.

CHALLENGE #6

10 Points

WE WANT
- Your fastest Peak One Jam time.

RULES
- Must use character with no stat upgrades.

Make your way down the Peak One Jam with a basic character. Can you clock it in less than six minutes? Shortcuts are the key.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

CHALLENGE #7

10 Points

WE WANT
- Your highest score for 'Gold' by Spandau Ballet.

RULES
- One or two players, highest difficulty setting.

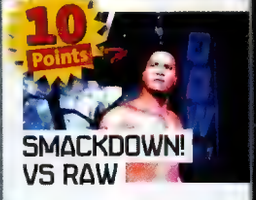
This is a hard song, but also an excellent one, so enjoy yourself and aim for more than 7000 points. It's rock solid, believe us.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

CHALLENGE #8

10 Points



WE WANT
- Finish a Royal Rumble with one character.

RULES
- Hard difficulty setting, any wrestler.

Knock through slabs of sweating men with just a single character to pass this challenge. Top tip; use someone big like The Undertaker.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

CHALLENGE #9

10 Points

WE WANT
- Finish arcade mode on hard double quick.

RULES
- Any character, vary your move set.

This classic brawler requires thumbs of steel. Can you tear through arcade mode in under five minutes? Show us your skills.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

Denis Leary
Fag-loving miserablist

5 Points

James Sunderland
Spook-loving widower

from Gary Jennings, via email "It's the fringe mainly," he admits. "That and the fact that they're both angry."

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

Send us your tape, a pic and the coupon to the left. Or email your pic to psm2@futurenet.co.uk

Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1 ..... Challenge 2 .....
Challenge 3 ..... Challenge 4 .....
Challenge 5 ..... Challenge 6 .....
Challenge 7 ..... Challenge 8 .....
Challenge 9 .....

I also include (eg. Moment/Insane Challenge of the month)
.....

Name: ..... Age: .....
Address: .....
.....
.....
.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD

We'll compile the best scores on our DVD every month so you can share the wealth – marked with this DVD symbol.

Back Issues

COMPLETE YOUR COLLECTION OF THE WORLD'S GREATEST PLAYSTATION 2 MAG

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AUGUST £4.49

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SEPTEMBER £4.49

PREVIEWS include: Second Sight **REVIEWS include:** Silent Hill 4 and Psi-Ops **PLUS:** MGS3 on DVD!

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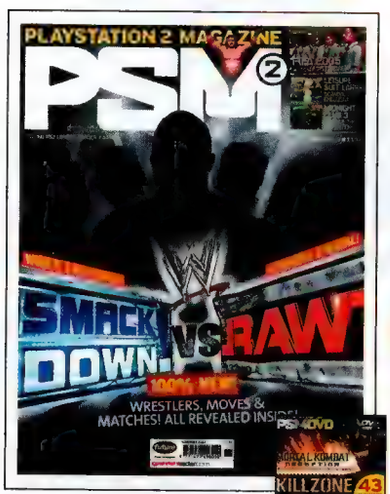
OCTOBER £4.49

PREVIEWS include: Jak 3 **REVIEWS include:** Second Sight and Juiced **PLUS:** Star Wars: Battlefront on DVD!



ISSUE #54
NOVEMBER £4.49

PREVIEWS include: Smackdown Vs Raw **REVIEWS include:** MK: Deception **PLUS:** GTA: SA on DVD!

ISSUE #55
DECEMBER £4.49

PREVIEWS include: Call of Duty **REVIEWS include:** Killzone, NFSU2 and THUG2 **PLUS:** MGS3 on DVD!

ISSUE #56
CHRISTMAS £4.49

PREVIEWS include: Mercenaries **REVIEWS include:** GTA: San Andreas, Jak 3 **PLUS:** Call of Duty on DVD!

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SNAKE EATER
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X-BOX

Broken Sword 3: S. Dragon
Burnout 3: Takedown
Championship Manager 5
Conflict: Vietnam
DRIV3R
Fable
FIFA Football 2005
Ghost Recon 2
Goldeneye: Rogue Agent
Grand Theft Auto: Vice City
Halo
Halo 2
Headhunter: Redemption
Hunter: The Reckoning
James Bond: E. or Nothing
Leisure Suit Larry: M.C.L.
LMA Manager 2004
LMA Manager 2005
Mace Griffin: Bounty Hunter
Medal of Honor: R. Sun
Men of Valor: Vietnam
Midtown Madness 3
Need for Speed: Under. 2
Ninja Gaiden
OutRun 2
Pro Evolution Soccer 4
Rainbow Six 3 - Black Arrow
Rocky Legends
Second Sight
Secret W. Over Normandy
Shellshock Nam '67
Silent Hill 4: The Room
Spider-Man: The Movie 2
Star Wars: Knights Old Rep.
Sudeki
Suffering
Terminator 3: Redemption
Thief: Deadly Shadows
Tiger Woods Golf 2005
Tony Hawk's Pro Skater 4
Tony Hawk's Underground 2
Plus Many More...

GAMECUBE

BloodRayne
Call of Duty: Finest Hour*
Eternal Darkness
H Potter & Pris. of Azkaban
Need for Speed: Undergr. 2
Paper Mario: 1000 Yr Door
Pokemon Colosseum
Rainbow Six 3
Res. Evil: Code Veronica X
Resident Evil
Second Sight
Tales of Symphonia
The Sims
WWE Day of Reckoning
X-Men Legends
Zelda: Wind Waker
Plus Many More...

PS-ONE

Crash Bash
Dino Crisis
Dracula The Last Sanctuary
Final Fantasy 6
Galerians
Hogs of War
James Bond: T.W.I.N.E.
Spyro the Dragon
Street Fighter Ex Plus Alpha
Tekken 3
Tomb Raider
Tomb Raider 4: Last Revel.
Tony Hawk's Pro Skater 3
X-Files
Yu-Gi-Oh! Forbidden M.
Plus Many More...

PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Age of Empires 2
Agent Under Fire
Aggressive Inline
Alias
Aliens vs Predator:Extinction
Alone in the Dark 4
Alter Echo
America's 10 Most Wanted
Angel of Darkness
Ape Escape 2
Are the Lad Twilight of Spirit
Army Men RTS
Army Men: Air Attack 2
Army Men: Sarge's War
Atlantis 3: New World

B = 0 2

Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Bard's Tale
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Beyond Good and Evil
Big Mutha Truckers
Bionicle
Black Monday (Getaway 2)
Blade 2
BloodRayne 1 & 2
BlowOut
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Burnout 3: Takedown
Bustin' Out, The Sims

C = 0 3

Call of Duty: Finest Hour
Castlevania: Lo.of Innocence
Catwoman
Champions of Norrath
Chaos Bleeds
Chaos Legion
Circus Maximus
Citizen Kabuto, Giants
Clock Tower 3
Club Football 2005
Code Veronica X
Colin McRae Rally 3 & 4
Conflict: Zone
Conflict: Desert Storm 1&2
Conflict: Vietnam
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crash Twinsanity
Crazy Taxi
Crisis Zone
Cy Girls

D = 0 4

Dakar 2
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Deadly Skies 3
Def Jam Vendetta
Def Jam: Fight for New York
Desert Storm 1 & 2
Deus Ex
Devil May Cry 1 & 2
Die Hard: Vendetta
Digimon Rumble Arena 2
Disney's D. Duck Quack Att.
Dog's Life
Downhill Domination
Dr Seuss' The Cat in the Hat
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Draken: Ancient Gates
Drakengard
DRIV3R
Dukes of Hazzard: Gen.Lee
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
England Int. Football
Enter the Matrix
Escape from Monkey Island
ESPN NFL 2005
Euro 2004
Everyrace
Everything or Nothing
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination

F = 0 6

FIFA 2003
FIFA 2004
FIFA Football 2005
Fight for New York
Fight Night 2004
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
FlatOut
Forbidden Siren
Formula 1 2004
Freedom Fighters
Freestyle Metal X
Frontline, Medal of Honor
Futurama

G = 0 7

G1 Jockey
Get On Da Mic
Getaway
Getaway 2: Black Monday
Ghost Hunter
Ghost Master
Ghost Recon
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gitaroo Man
Gladiator: S. of Vengeance
Gladius
Godai: Elemental Force
Godzilla: Save the Earth
Goldeneye: Rogue Agent
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo Concept
Grand Theft Auto 3
GTA: San Andreas
Grand Theft Auto: V. City
Great Escape
Gumball 3000

H = 0 8

H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hot Wheels: Velocity X
Hulk

I = 0 9

Incredibles
Indiana Jones: Emp.'s Tomb
Indycar Series
Intellivision Lives!
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
Italian Job: L.A. Heist

J = 1 0

Jak & Daxter
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: Agent Under F
James Bond: E. or Nothing
Jat Li's Rise to Honor
Judge Dredd: Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1

Karaoke Stage
Kengo: Master of Bushido
Kessen 2
Kill.switch
Killzone
King of Fighters 2000
Kingdom Hearts
Knight Rider
Knockout Kings 2002

L = 1 2

Lara Croft: Ang. of Darkness
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legends of Wrestling 3
Legion: Leg. of Excalibur
Leisure Suit Larry: M.C.L.
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Looney Tunes: Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R. of King
Lord of the Rings: T. Towers

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2005
Mafia
Man United Manager 2005
Manhunt
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo vs the Army of Zin
Medal of Honor: Frontline
Medal of Honor: R. Sun
Mega Man Anniversary Col.
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Metal Gear Solid 3: S. Eater
Midnight Club
Midnight Club 2
Midway Arcade Treasures 2
Minority Report
Mission Impossible:O.Surma
Monkey Island, Escape from
Mortal Kombat: Deadly All
Mortal Kombat: Deception
Moto GP 2 & 3
MTX Mototrax
Mummy Returns
MX 2002
MX Unleashed

N = 1 4

NASCAR: Dirt to Daytona
Naval Ops:Warship Gunner
NBA Ballers
NBA Live 2003
NBA Live 2004
NBA Live 2005
NCAA Football 2002
Need for Speed: H.Pursuit 2
Need for Speed: Underg.
Need for Speed: Under.2
Neo Contra
NFL Street
NHL 2003
Nightfire

O = 1 5

Obscure
Onimusha 3: Demon Siege
Onimusha Blade Warriors
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
Op. Genesis, Jurassic Park
Operation Winback

P = 1 6

Pac-Man World 2
Paris-Dakar Rally 2
Penny Racers
Pitfall Harry
Player Manager 2001
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Evolution Soccer 4
Project Zero
Project Zero 2

R = 1 8

Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Ratchet and Clank 3
Rayman 3
Red Dead Revolver
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return of the King
Return to Castle Wolfenstein
Riding Spirits
Rise to Honor
Risk: Global Domination
Robot Wars
Robotech: Battlecry
Rocky
RTX Red Rock
R-Type Final
Rugby League (Super Lgue.)
Rumble Roses

S = 1 9

San Andreas, GTA
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F
Second Sight
Secret W. Over Normandy
Seek and Destroy
SEGA Superstars
Serious Sam: Next Encounter
Seven Samurai 20XX
Shadow Hearts
Shadowman 2
Shaun Palmer Snowboarder
Shellshock Nam '67
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Simpsons: Road Rage
Simpsons: Skateboarding
Sims
Sims in the City (The Urbz)
Sims: Bustin' Out
Smackdown vs Raw
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: Here C.It Pain
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Fiction
Spyro: Enter the Dragonfly
SSX 3
Star Trek: Shattered Univ.
Star Wars: Battlefront
Star Wars: Clone Wars
Star Wars: Jedi Starfighter
Starsky & Hutch
State of Emergency
Stuntman
Suffering
Summoner 1 & 2
Super League Rugby Lgue.
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.

T = 2 0

Tak and the Power of Juju
Tarzan Freeride
Teenage Mut. Ninja Turtles
Teenage Mut.Ninja Turtles 2
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Getaway 2 B. Mond.
The Great Escape
The Italian Job: L.A. Heist
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims in the City
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2003
This is Football 2004
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
Tom & Jerry: War of Whisk
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's: P.Tomorrow
Tomb Raider: Angel of Dark
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Underground 2
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
Treasure Planet
True Crime: Streets of LA
Turok: Evolution
Ty the Tasmanian Tiger

U = 2 1

UEFA Euro 2004
UFC: Sudden Impact
Urban Freestyle Soccer
Urbz: Sims in the City

V = 2 2

Vampire Night
Van Helsing
Velocity X, Hot Wheels
Vietnam: Purple Haze
Viewtiful Joe
Virtua Tennis 2

W = 2 3

Warhammer: Fire Warrior
Warlords (Onimusha)
Way of the Samurai 2
Weakest Link
Wetrix 2
Whiplash
Whirl Tour
White Out
Wild Arms 3
Wolfenstein,Return to Castle
World Champ. Snooker 03
World Champ. Snooker 04
World Championship Rugby
World Rally Championship 3
Worms 3D
WRC: World Rally Champ.
WWE Smackdown vs Raw
WWE Smackdown! 4: S.Y.M
WWE Smackdown! 5: HCTP

X = 2 4

X Games: Skateboarding
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men Legends
X-Men: Next Dimension
Xtreme G3

Y = 2 5

Yu-Gi-Oh! D. Monst. 4
Yu-Gi-Oh! D. of Roves

0-9 = 2 7

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STOP PRESS: FIRST PS3 GAMES CONFIRMED. TOMB RAIDER RETURNS. SHOCKING 'NEXT GTA' RUMOURS...

Next

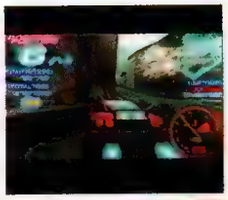
WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

THE GODFATHER

It's a gaming dream come true. The history. The heritage. The chance that they could balls it up completely.

MEDAL OF HONOR: DOGS OF WAR

Currently more secret than Kylie's pants combination, we'll be battling with the new *MOH* hands-on next month. Fix bayonets.



PSP

Even more PSP! Yes, next month we review the launch games and test the machine's capabilities to destruction. It's the guide you need to read.

You want more?!
There's more. Expect hands-on with *FIFA Street* and *Area 51*, plus reviews of *The Punisher* and *Rumble Roses*. And join us as we build the ultimate videogame...

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Month

PROJECT: SNOWBLIND

REVIEWED!

The amazing FPS gets the PSM2 treatment

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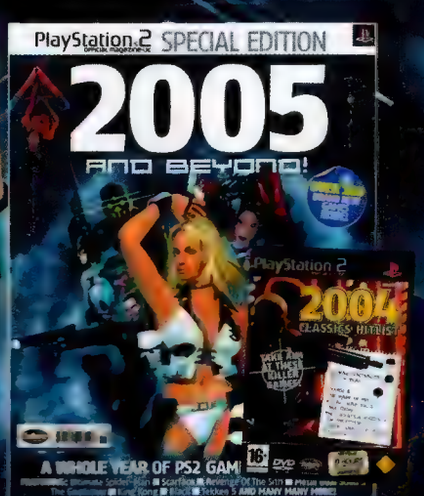

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Monday, January 13th, 2005 30p www.thesnu.co.uk

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- **"My son is an axe-flinging homocidal maniac – and it's all Grand Touringimo's fault!"**
- **"GTA: Saint Andrew's Pro Tour 2005 made me impotent!"**

HOLY SHIP!

• Retired Fake Sea Captain Ruins OUR Kiddies' Christmas

• Not Got A Slimline PS2? Blame Beardy!

FOR COD'S SAKE...Captain Birds Eye. 1970's fish peddlar blocks entire Suez Canal. PS2's held up in blockage. This is the truth. No, really.

SHIP THE BED... A large ship. Much like the one crashed by Captain Birdseye. Honest.

EXCLUSIVE

By **MAX PANIC**, Bollox Editor and **TERRY CHRISTMAS.** Photography by **CAROLE SINGER.**

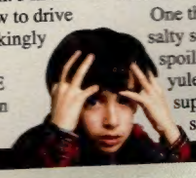
Yes! The Snu can exclusively reveal that the recent shortage of PlayStation 2's in the UK was due to the BAD DRIVING of a retired fake sea Captain, Mr B Eye (73). Mr Eye, better known for peddling easily prepared fish in the early 70's, was lured out of retirement with the lucrative promise of work abroad. How wrong he was! Something that he only discovered after BLOCKING the famously 50-foot wide Suez canal with his 70ft wide boat thereby SHATTERING the hopes and dreams of the nation's children.

In pursuit of THE TRUTH, we challenged the famous "crispy battered" ex-mariner to make a comment but he had only this to say as we doorstepped him leaving a tackle shop in Bridport. "I haven't the faintest idea what you're talking about. Yes, I once sold fish fingers. And maybe some peas. But I'm not a real sea captain. I'm not really called Captain Birds Eye at all. I'm an actor. I don't know how to drive an oil tanker," he shockingly confessed.

Our EXCLUSIVE revelation sent children across the UK into inconsolable fits of anger and misery. "My Darren is in an inconsolable fit of anger and misery," claimed attractive widower Mrs V Ordinary (41), yesterday. "And he was so looking forward to playing Grand Thief Auto: Saint Andrea. To think that Captain Birds Eye ruined my children's Christmas by not being able to drive a ship properly is incredible," she admitted. "In fact it's unbelievable – it's like something you'd read on the back page of Britain's best PlayStation 2 Magazine," she shrugged.

The BOGUS sea dog – who once claimed that "only the best is good enough for the captain's table" – rejected the suggestion that his incompetence was to blame for the children's tears throughout the entire UK. And most of Northern Europe. "Look, I helped some blokes shift some crispy pancakes over a decade ago," he moaned. "I know nothing about ships, children or anything about these 'PrayStations'. I might have inflicted cod in white sauce on an entire generation but my sea-faring days are long over. If indeed they ever began. It wasn't even a real ship you know. Rear projection. In a big warehouse. In Hornchurch".

One thing IS for certain. This salty sea dog won't be spoiling anyone else's yuletide, all thanks to your super soaraway sensationalist Snu!



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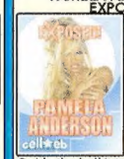
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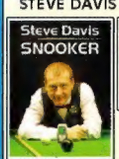
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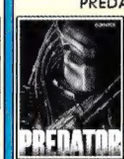
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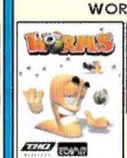
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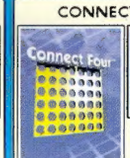
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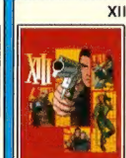
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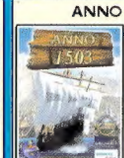
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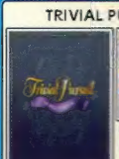
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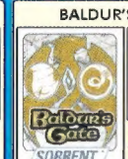
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